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EVERY N64 GAME REVIEWED

N64 Pro

The **BIGGEST**
review in the **GALAXY**

F-Zero X

Earthworm Jim 3D

Dishing the dirt
on the worm that
turned nasty
- previewed



Mission Impossible

Impossible not to get gripped
more like! What a stormer!

1080° Snowboarding

Don't buy it on import!
UK cart reviewed!

ISS '98

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EXCLUSIVE!**

The world's
greatest
footy game

Banjo-Kazooie

The **ULTIMATE**
guide! See
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ISSUE 12 OCTOBER 1998

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racing game
on the N64"
N64 PRO

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Can you pass the N64 driving test?



The team!

We admit it – Banjo-Kazooie has taken over our lives



ALEX
Walrus

“ Alex's favourite character is the walrus because it's the only animal that looks really old from the day it's born. A bit like Alex himself really who's as old as the hills and looks about 86 ”

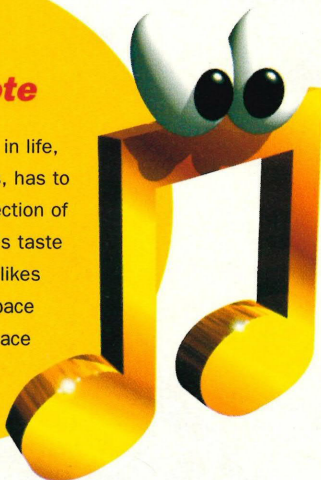


JIM
Carrot

“ Jim's choice has to be the carrot, basically because to get him to do any work, you have to dangle an enormous carrot in front of his nose. In the form of a Captain Beefheart CD and a ham and mayo sandwich ”

STEVE
Musical note

“ Steve's great love in life, after Salford RLFC that is, has to be music, hence his selection of the musical note. Steve's taste is broad ranging – he likes everyone from the Space Monkeys to... the Space Monkeys ”



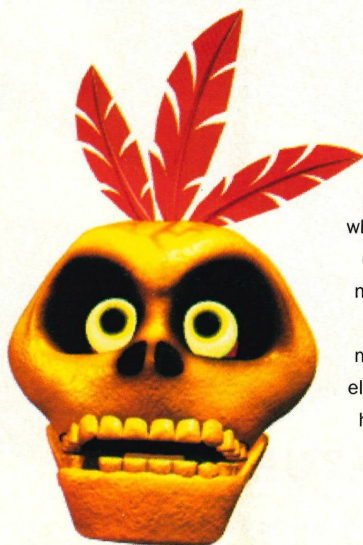
NOELY
Kazooie

“ Noely's plumped for Kazooie as he reckons the chirpy character's personality is rather like his own – quick witted, clever and funny. The rest of us reckon, however, it's because they've both got daft hair ”



MARK
Mumbo

“ No prizes for guessing why Mark's pick is Mumbo. Not only does he constantly talk mumbo jumbo, but his writing style reflects his peculiar mumblings. Let's face it, who else would have dared give the horrific Aero Gauge a decent review score? ”



LEWIS
Toilet

“ Lewis, as you can see, chose the toilet. Why? Being a big fan of Star Trek, Lewis's all-time favourite gag is, 'What did Mr Spock see when he looked in the toilet?' 'The captain's log.' Ho ho ”



N64 Pro



Left: Blade Runner-inspired lass out of Body Harvest



Mission: Impossible
- At last!



F-Zero X
- Best sequel ever?



ISS '98
- What a beauty!

NEWS

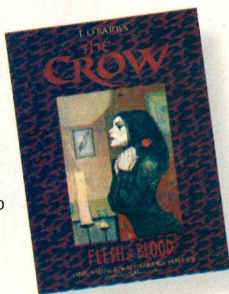
6 The Hottest N64 Worldwide News

Want to know what's happening right now in the wonderful world of Nintendo? Then look no further than the N64 Pro news section. Written this month by Steve, Alex, Mark, Akira and Bub there's something for everyone including Electronic Arts new Premier League license, Rogue Squadron, South Park and, of course, good old Zelda 64!

COMPETITIONS

82 The Smallest Giveaway Ever 3

It's only small in that it's only got a page devoted to it. You can win videos, original game artwork, books and joypads just by answering a few ludicrously easy questions. It's free to enter too. What are you waiting for?



82 The Best Nintendo Game Ever

It's about time the arguments were put aside once and for all. We're giving you the chance to tell the gaming world what you reckon the best Nintendo game of all time is. Not only that, but you can win a telly, loads of games and 15 minutes of fame if your entry form gets printed in a later edition of the mag

PREVIEWS

68 Eddie Lizard

Although GT Interactive panicked like mad when we did an early look at Gex a few issues ago, it's quite clear that they'll buzz off this special update of **Gex 64**

72 Hammer Horror

Alex sharpens his wooden stake, reads a few passages of the Bible and attempts to breathe his rank garlic breath all over Konami's ever so gothic **Castlevania 3D**



Right: Glover, the four-fingered star of Hasbro's first N64 game

74 Hand In Glove

At least Hasbro Interactive have got the good sense not to try to 'do' versions of their board games on the N64. Instead, they bring to us the rather delightful Marioesque **Glover**

76 The Worm That Turned Nasty

Whatever you do, don't give that worm a bloody big gun! Oh for goodness sake, does no-one have any common sense? Apparently not, judging by **Earthworm Jim 3D**

REGULARS

14 Software House League Tables

Steve's beginning to regret his Pools Coupon idea from last month. Not only has he had a veritable torrent of mail, but he's also had irate bookmakers beating a path to his door giving him stick for putting their livelihoods under threat

86 Feedback

Another month and another several billion enormous sacks of mail come from all over the galaxy



FEATURE

64 Re-inventing The Wheel

If nothing else we learned one thing from going all the way down to Silverstone to do a feature on the recent **Joytech** steering wheel launch - never let Art Editor Jim out of the office again

FREE Britain's Top Gamer

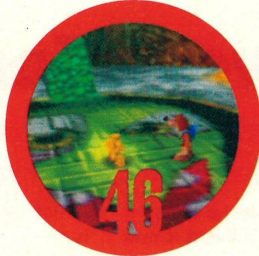
MY GOD we're good to you lot. Loads of you have been begging for us to accept pictures of yourselves and your gaming skills, so we're letting you do just that. Within the book is an easy to fill-in list of achievements for you to send straight off to us. We'll be printing the best entries in the coming months



TENNIS



Star Soldier
- Like a real one, but higher up



Banjo-Kazooie
- easily pronounceable



Swap Shop!
- Free adverts!

Right:
Ethan,
the
long-legged
star of
Mission
Impossible



COVER

F-ZERO X

Remember Extreme G which we reviewed exclusively over a year ago? Well, this is faster and loads more fun

PAGE 20



STORY

REVIEWS

20 F-Zero X by Mark

The finest four player fun since Diddy Kong Racing! And it's faster! Staying faithful to the gameplay of the SNES original, F-Zero X is what's known in the trade as 'an update and a half'

26 Mission Impossible by Steve

It's not as good as GoldenEye! Whoops, that's ruined it for you all, hasn't it? Actually, it's nothing like GoldenEye so it's unfair to compare the two. A great game in its own right (although GoldenEye's better)

32 International Superstar Soccer '98 by Alex

It's finally arrived in the office and what a relief not to have to trawl through endless Japanese options screens! Funny how Mark's not so spawny at it any more...

36 Star Soldier by Mark

True to form, Mark's volunteered to review a game which, well, hasn't exactly won the coveted N64 Pro Stamp Of Approval. He can be such a harsh fella at times (when not reviewing Aero Gauge)

38 1080° Snowboarding by Steve

It's another scoop for the lads determined to keep the 'Northern end up' in console mag publishing. The first PAL review of the game anywhere in the world

44 Dezaemon by Mark

Poor old Mark. Not only does he get to review Star Soldier, but the lad's had to sit for hours playing Dezaemon as well. Can life get worse for him? 'Get worse for me, yeah'



Stamp of approval



CODES, TIPS & GUIDES

46 Banjo-Kazooie

Trying to get Noely off Banjo-Kazooie is like trying to get Chris Evans off the telly. We've given up trying to talk to him now as the only way off communicating with the lad is to sound like a faulty trombone. And that's just daft

56 Cheats Encyclopaedia

Taking the mick out of Mark aside (which is pretty tricky if you think about it as his name's Mark), this section of N64 Pro is the most thorough run-down of all the cheats available on the N64. When we say 'look no further' we're not lying. For once



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News

by STEVE, ALEX, BUB and AKIRA

Body Harvest for the world

DMA create a concept which may be unfamiliar to younger gamers. It's called originality, and you'll love it

DMA Design's *Body Harvest* is shaping up to be the surprise hit of the year and we thought it was about time we let you in on one of the N64's best kept secrets. In development for absolutely ages, the Scotland-based programming team have been quietly beavering away quietly on the game which can boast a commodity very rare among video games these days – that of being truly unique.

DMA aren't one of the most famous developers in the world for no reason, and with a track record that includes blockbuster names such as *Lemmings* and *Grand Theft Auto*, it's not hard to trace why. No surprise then that Gremlin Interactive were rubbing their hands together when they put pen to paper in a deal that locks the two companies together with the strength of a particularly hefty padlock.

Joined at the Hip

The first joint publishing venture between the two will be this game (a previous agreement meant that the rights for the equally intriguing *Silicon Valley* went to BMG – now Take Two) but it looks as though other products – including a rumoured *GTA* follow up on the N64 – will also have Gremlin's full weight thrown behind them.

Body Harvest really does span genres, defy any categorisation and offers players a genuinely new gaming experience. We're doing a massive preview on this next month, so we won't go into too much detail other than to say the storyline is packed with time travel and hordes of hungry, civilisation guzzling aliens who must be defeated.

One of the things that makes the game so exciting is that it was designed and written specifically to make the best possible use of the N64's power. It's not a 3D conversion of an old game. Nor is it a port from an inferior platform. *Body Harvest* is new, original and totally N64 specific.

And on the 7th day...

The closest I can come to describing it without inviting each and every one of you around to experience it for yourselves is to say that it's a 3D action adventure set over vast levels covering several continents and over one hundred years of history.

Throughout the course of the game all manner of vehicles must be utilised if you're to succeed including cars, bikes, lorries, vans, taxis, emergency service vehicles and tons more land based modes of transport.

Add on ships, planes and helicopters and the fact that every single one of them has a different control method and you start to get some idea of *Body Harvest*'s epic scale. There's even the chance to control a nuclear weapon for God's sake!

We'll bring you much more on this next issue, but hopefully you're drooling with anticipation already. This really is like nothing you've ever seen before!



“Forget about saving princesses from lisping purple dinosaurs, *Body Harvest* is a game for mature players!”

Martin Bramall, Gremlin

● Rumours persist that an as yet undisclosed company is hard at work on a skateboarding sim that could well be the official sequel to the mega-popular arcade boarder 720°. As soon as we get something concrete on it, you'll be the first to know ●

Turok Shows his Best Side

As Acclaim crank up their hype machine the first truly impressive T2 shots emerge

WITH TUROK II: Seeds of Evil scheduled for a pre-Christmas release, Iguana are hard at work ensuring that the deadline is met comfortably. And while they're busy working themselves into an early grave, Acclaim – who obviously will publish the game – are siphoning off as many screenshots as they can and feeding them to a vulturous press pack.

Until now however, we've thought they've been a little disappointing, mainly due to the lack of action and enemies on screen. Sure they were nice looking locations with excellent lighting effects (the flaming torches were particularly impressive), but it was obvious the best was, and indeed still is, to come.

Recently though the good stuff has started to filter out and we've picked out the absolute cream for your delectation. Check out some of these and try telling us you're not impressed!



1080° 2 in Development

No sooner have we reviewed the PAL version than we hear number two's on its way!

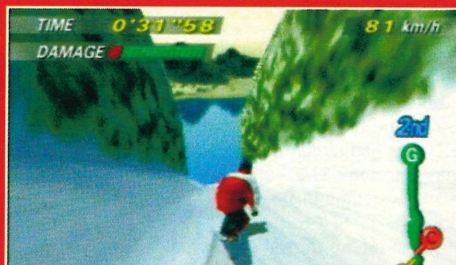
THERE'S NO DENYING 1080°'s a firm favourite with Pro staff, so the news of a sequel was met with even more enthusiasm than usual. The bizarre thing about this situation though is that if Nintendo get their way and manage to get this ready in time for the next snowboarding season in late Autumn, then it could mean the sequel arrives in Japan just weeks after the original debuts in the UK. Ridiculous eh?

And the story's far from just a rumour because it emanates from the original's Project Leader Giles Goddard. "I'd like to make another game with a similar style but with some differences," He commented. "It should be easier this time around since we built some great tools for making small adjustments to the physics of the control. We'll use the same engine in the sequel."

The only other thing that's known is that gaming guru Shigeru Miyamoto is planning to cast a watchful eye over it, even offering this little tid-

bit of hope for a debut public appearance at the Nintendo show in October. "If we have a show this Fall, perhaps we can show a little bit, but it might only be on tape."

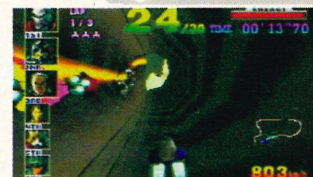
It's all good news, since only a fool would bet against the exemplary track records of both Miyamoto and Goddard. We'll have more the instant we get it.



"It might be a problem to have a sequel ready for the next snowboarding season this fall, which is when we'd like to release the game."

Miyamoto frets about 1080 sequel

F-Zero DD link Confirmed



CURIOUS DEVELOPERS in the US with access to development DD machines have been trying out F-Zero X with the N64 hooked up to one to see if it has any effect. And it would seem that it does. Suspicions were first aroused – despite Nintendo's continued silence over the matter – when 'DD programmers' appeared in the game's credits, but the lack of confirmation within the game convinced many that the option had been dumped. Not so.

Apparently when you switch the unit on with a DD disk in the machine and the F-Zero X cartridge plugged into the N64, the DD starts to search the disk for info – presumably new add-on data. This is the first cart to have any effect on the DD and common-sense suggests that the hooks are still in the game to activate the new hardware. More ominously perhaps, the removal of the option in-game to load extra tracks suggests, to us at least, that the revolutionary new hardware may never see the light of day. SNES CD anyone? We shall see... ●



● If anyone was still looking forward to Gametek's Robotech: Crystal Dreams after so many delays, we're afraid you're in for a big disappointment. Gametek have officially ceased trading and it looks as though the game has turned into little more than vapourware. Shame. ●

Charts

UK Chart

- 1 - Banjo-Kazooie
- 2 - GoldenEye 007
- 3 - World Cup '98
- 4 - GT 64
- 5 - Super Mario 64

N64 Pro Chart

- 1 - F1 World Grand Prix
- 2 - Banjo-Kazooie
- 3 - F Zero X
- 4 - ISS '98
- 5 - Mission: Impossible

Games Most Wanted

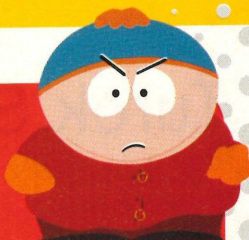
- 1 - Zelda 64
- 2 - Body Harvest
- 3 - South Park 64
- 4 - Twelve Tales: Conker 64
- 5 - Rogue Squadron



F-Zero X: It may not look all that much, but you'd be hard pressed to find a race as fast and wonderfully playable as this little beauty from Nintendo

South Park Bloodbath

Soon you can kill Kenny. Or maybe be Kenny and kill Stan. The possibilities are almost endless

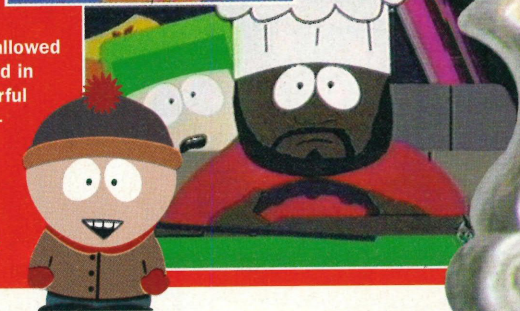


IT HAD TO HAPPEN. Given the current popularity of the phenomenon known as 'Deathmatch,' Acclaim could only really take their first South Park licensed game down one route - and they've done just that. You can now expect South Park 64 to appear in time for Christmas and be a 3D first person perspective shooter running on an adjusted Turok 2 engine.

Assuming the end product finishes up anything like Acclaim are hoping, fans should be treated to a unique and amusing Doom clone that could well bring a bit of life into the tired old genre.

The programmers are being allowed to let their imaginations run wild in creating as many weird, wonderful and downright depraved scenarios and weapons as they can come up with. And that's a recipe for success if ever we heard one.

Just some of the ideas being bandied about for weapons



include a cow gun which, if it makes it into the game will mean players firing a whole cow out of a gun and into the air at which point it will seek out the intended opponent and slam itself down on his head. A sort of homing heifer if you will. And given that this is South Park, it's not difficult to figure out which part of the cow's anatomy your opponent's

head gets stuck in.

Moving swiftly on, Acclaim have confirmed an intention to incorporate a four player deathmatch mode. Kick ass!

I'm so Disney my head is spinning

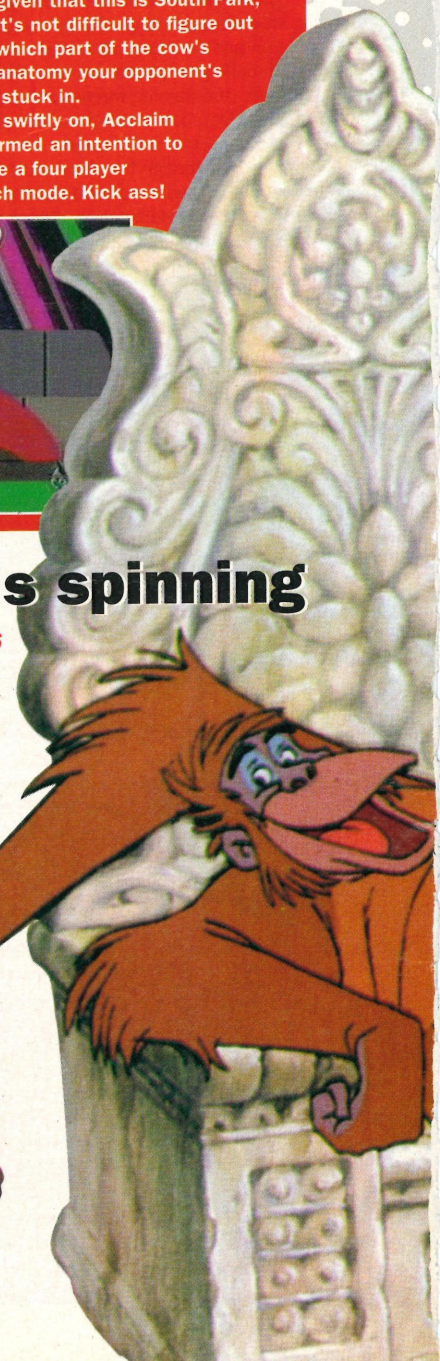
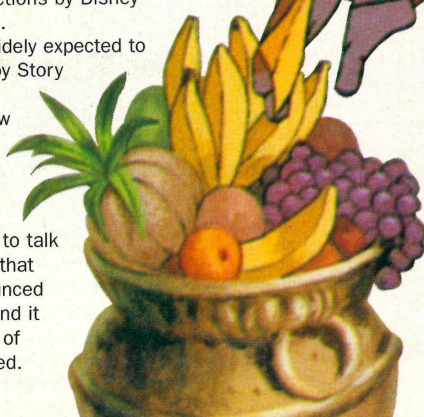
Another bout of licensing fever breaks out, this time binding Activision and Disney together

IN THE BEST AMERICAN tradition, Disney are supplementing their already enormous income by selling licenses left, right and centre to any software house who asks for one. And why not? Now not only do Capcom have one (we've covered their Disney endorsed Tetris game in the News once or twice already), but Activision have been granted one as well.

At the time of going to press the ink on the deal was not yet dry and the boys at Activision were saying little more than that they're going to develop six new titles, released across the whole range of consoles. It is known however that the licenses are to produce games based around future film productions by Disney Studios alongside past classics.

Disney's 'next big thing' is widely expected to be the upcoming blockbuster Toy Story 2, and the acquisition of this license will be another body-blow for THQ who had major success with their SNES and MegaDrive versions of the original film.

Activision are so far refusing to talk in specific terms, but admitted that they have a number of unannounced N64 projects in development, and it seems logical that at least one of those titles will be Disney related.



● After having much critical acclaim heaped on NBA Courtside, Nintendo sub-division Left Field Productions have set plans for a sequel in motion. And as long as he doesn't get murdered, arrested for murder or fall foul of a drug scandal, Kobe Bryant will do the promotion once again ●

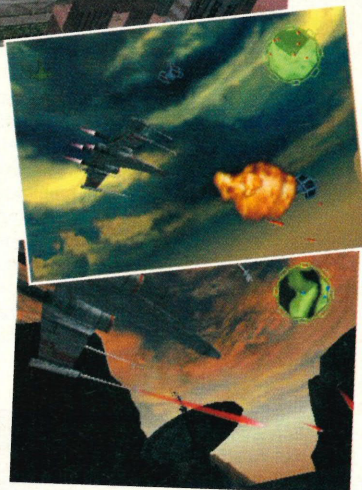
Rogue Squadron Taking Shape

After the disappointment of Shadows Of The Empire LucasArts looks to set the record straight

WITH A FILM guaranteed to be as big as the looming Star Wars prequel you know that whoever gets the rights to make the game is on to a winner. And of course the rights automatically go to LucasArts as a result of being the video game arm of the massively successful Lucasfilm empire.

However, while they could easily churn out any old garbage and still show a profit, there's much more at stake here. LucasArts are determined to put SOTE behind them and give N64 owning Star Wars fans the game they feel they deserve. And Rogue Squadron is shaping up to be just that game.

Unfortunately, at its debut public airing at the recent E3 the game received a mixed reception – something LucasArts insist was due to the ludicrously early version they showed in an attempt to satisfy demand. Those who were prepared to forgive the rough



edges on the whole seemed to be impressed by the game's attention to detail and thrilling musical score.

Based largely around the style of gameplay that was most popular in the last game – the snowspeeder battle of the ice planet Hoth –

LucasArts' hope they're on to a winner this time, and just to make sure they're mixing in some of the most incredible graphics that the N64 has so far been blessed with.

Based on the graphic novel of the same name (watch out for a chance to win a copy in a couple of months courtesy of Titan) and featuring an extensive 3D world, Rogue Squadron has a very good chance of being the game we all hope

it will be when it's released this Christmas.

Breaking the Ice



THERE'S ONLY one word that can adequately describe EA Sports' NHL '99 and that's breathtaking. And here are the shots to prove it. Going head to head with Acclaim's second generation NHL Breakaway game in the Autumn, the game places the emphasis fairly and squarely in the simulation bracket and as a result will no doubt be the game of choice for hockey aficionados.

One thing's for certain, if EA can get the game to look this good when it's moving as it does on the stills, then this is going to quite literally blow all the pretenders right out of the rink. Featuring full NHL and NHLPA licensing and motion capture by three of hockey's biggest stars, plus advanced AI, realistic fighting, ultra smart goalies and true physics on both puck and players, it could well be that the N64 version of NHL '99 turns out to be the best version yet in this phenomenally popular and long running series of games. Check out the shots and gasp in admiration. To be honest it's hard to see Acclaim living at this pace ●

Banjo-Tooie Mystery

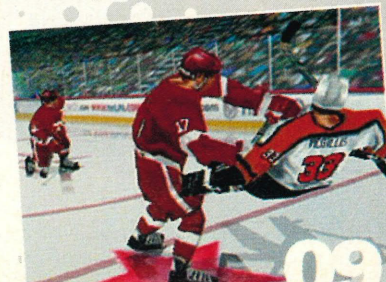
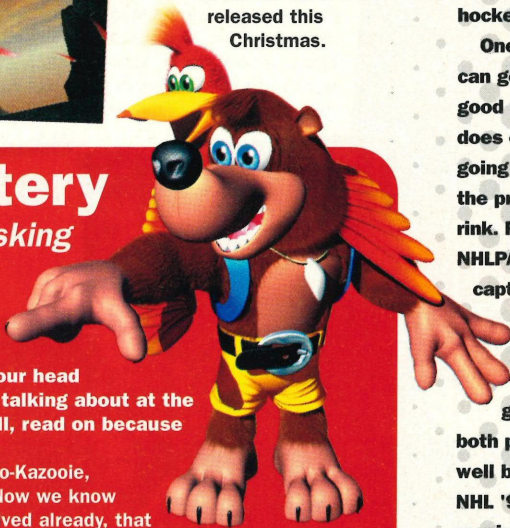
Gamers the world over are all asking the same question. What is it?

IF YOU'RE A BIT GOOD at games, chances are you'll have finished Banjo-Kazooie. And if you've finished Banjo-Kazooie you're probably scratching your head wondering what the hell is the mystery that Mumbo's talking about at the end of the game. Banjo-Tooie? What could he mean? Well, read on because all has been revealed by Rare.

Banjo-Tooie will be the official sequel to Banjo-Kazooie, released at some unspecified date in 1999. Now we know from the phone calls we've received already, that

a lot of you are trying to complete 100% of the game, and that the main cause of confusion are the areas shown to you during the end sequence. How do you get to these locations? Well, the simple answer is you can't. Not yet anyway, as Rare confirms, "We've included some areas in Banjo-Kazooie that can't be accessed without first playing Banjo-Tooie. The secrets revealed at the end of the first game will only come into play during the second, so until then, you can look but you can't touch."

The sequel will either give you a special code to enter into the first game or some kind of memory card system will be implemented that allows you to transfer saved info between the two games. However it works, it's certainly revolutionary and brings a new meaning to longevity.



● Eidos' N64 debut – *Fighting Force* – is bang on schedule for release at the beginning of October. If that launch goes well for them then you can expect the majority of their console titles to make an appearance on the N64 as well as other formats. Nice ●

Zelda speculation mounts

Good and potentially bad news for Link fans

WHICH DO YOU WANT first, the good or the bad news? Then again, seeing as it would take several weeks for your letters to reach me with your preference (the longest uneasy silence ever no doubt) I'll have to make a decision myself. Er, the good news I think...

In a revealing interview with the Japanese press, Shigeru Miyamoto indicated that claims of the game being far too easy and short are way off the mark. He reckons – and why should we doubt him? – that the total gameplay duration of *The Ocarina of Time* will be at least a whopping 40 hours and there will also be over 40 minutes of cinematic cutscenes driving the storyline along.

Motion capture and conquest

He also revealed the development team is making extensive use of motion capture technology. Scenes such as Link mounting his horse or opening treasure boxes accurately reflect the movements of a real person. For the sword fighting scenes, Nintendo hired a professional Samurai sword actor from Kyoto!

One of the few things that's apparently holding the game up is that the magic system isn't finished.

Miyamoto says the plan is still to have magic spells that can be cast on weapons. For example, casting a fire spell on the bow will result in flaming arrows. However this still isn't even close to completion. Although it's not for the want of trying. The *Zelda* team has now been boosted to some 50 members – Nintendo's

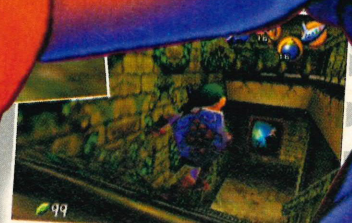
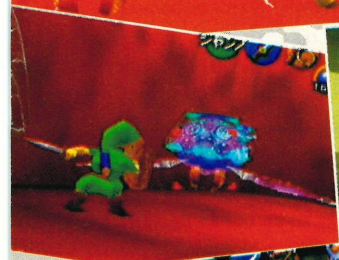
biggest development group ever.

Nintendo is also working with outside programmers, pushing the total number of people working on the game to a whopping 120. Surely enough to make sure that the game makes its end of November release date? Well, maybe not. And that's the potential bad news.

Nintendo of Japan have already conceded that the game will more than likely slip back into early December. It's still widely presumed that the game will make it before Christmas, but only in its Japanese form. But even that's far from certain. If what we're hearing is correct though it's unlikely that an English language version will be ready until mid-January.

This will certainly be a blow to Nintendo who are in desperate need of a big hitter over this year's festive period, but you can bet they'll be looking to Rare to pull something out of the bag again for them a la *Diddy Kong* last year.

At the time of going to press the possible delay was unconfirmed, but we'll firm up the details one way or another as soon as we can. Fingers crossed this turns out to be an unnecessary worry.



● The latest batch of Castlevania shots have just arrived, unfortunately seconds too late to be included in this issue, but we can confirm that they're very tasty indeed. So we'll make sure to put them in next issue so you can get just as excited about them as us ●

E3 Disappointment Wiped Out

Judged somewhat of a let-down at the show, it's good to see Psygnosis taking giant strides forward

IT'S NOT that WipeOut 64 didn't look good at the E3 show in Atlanta a couple of months back, it's just that it lacked the punch of its PI**Station predecessors. There was no glitz, there was no 'pizzazz'. However, the most recent version to be shown to the press has a lot more going for it. Although it's still not quite got that 'smack you in the mouth' feeling that helped Sony to launch their console so successfully, it's certainly come on leaps and bounds.

The framerate still needs work if it's to live up to the standards set by its predecessors but the visual punch that was such an integral part of WipeOut is already threatening to put in an appearance. Considering this is Psygnosis' first N64 product they don't seem to be struggling to get to grips with the hardware – if only all first generation software had looked as good as this.

The dreaded 'texture cache problem' that has been the lame excuse for many a lazy pro-



grammer seems to have been neatly side-stepped too, with WipeOut 64 already delivering detailed (and sharp, not blurry) textures along with plenty of roadside graphics and next to no pop-up.

There's bound to be tough competition in this field with Extreme G 2, Ubisoft's SCARS and Nintendo's own F-Zero X all flooding the market with hi-octane racers in quick succession, but Psygnosis are quietly confident that their N64 debut will make the required impression.

WipeOut 64 is looking like it could turn out to be as big a hit on the N64 as it was on the PI**Station

Hope Springs Eternal



FOR EVERY ISS and FIFA lover there's someone who'd much rather do battle in England's Premier League (and the Nationwide League if N64 Pro's Alex and Steve had their own way) in their N64 footy games. EA Sports has got there first – for the Premier League at least – which is a pseudo-blow for ISS fans, but anything's better than nothing.

By the time a Premier League game comes out for the N64, Sunderland will have been promoted back to where they belong and Man City will only be one step away. In June, football games accounted for a quarter of all console games sold in the UK, so let's hope that EA appreciate their privileged position and don't take the license lightly. Another Road To World Cup clone would be far too much for any true footy 'n' games fan to handle.

EA Sports aren't prepared to stop at the English Premier League either. It's strongly rumoured that they're also gunning for the Italian Serie A, the German Bundesliga, the Ligue Francaise and the Spanish Liga ●

Mastering N64 Code

Codemasters' fabled Micro Machines is set for an autumn N64 debut

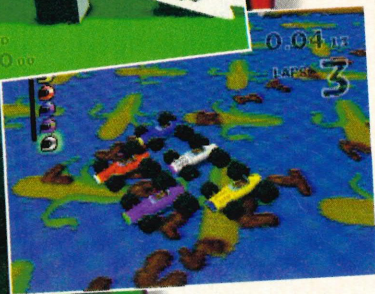
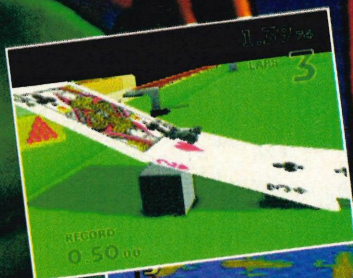
CODEMASTERS HAVE CONFIRMED a release date of October 21 for Micro Machines 64 Turbo, the UK software publisher's first video game for the N64.

Since the Micro Machines video game brand received its first outing on the 8-bit NES almost 10 years ago, the game of miniature-scale racing has been delivering its unique and world-famous style of multi player mayhem to millions of gamers.

The brand's most recent incarnation – Micro Machines V3 on PI**Station – has been a chart-topping hit since its Easter 1997 launch and is universally acclaimed as the best multi player game for the format. Micro Machines 64 Turbo is played around the Micro Machines house and garden where players race miniature cars, tanks, boats and – hurrah! – ice-cream vans, hurtling around wicked circuits packed with hazards and obstacles.

Micro Machines 64 Turbo takes the classic gameplay mechanics of MMV3 and makes use of the N64's enhanced graphics technology. Gameplay is frenetically fast and packed with new Micro Machines features, options and some very special, never seen before, racing speed settings.

Graphically detailed in super-fast 3D and offering simultaneous eight-player action, Micro Machines 64 Turbo is set to become the ultimate multi player and party-play game for the N64. Check out next month's N64 Pro for an update.



● Exciting news for those visiting the ECTS this year (6-8 September at London's Olympia) is that Shigeru Miyamoto will be making a personal appearance designed to give the N64 a European boost ●

ISS British Championship

Next month's issue will feature the biggest gaming event of the year – the N64 Pro ISS British Championship. Watch out for it – the winner could be you!



Coming Next Month

A TRUCKLOAD OF GAMES landed in the office just too late to be included in this month's review section. Fear not though, they'll be included next month when we'll give you the full lowdown on **Choro Q 64**, **Cruis'n World**, **WWF Warzone**, **Iggy's Reckin' Balls**, (the brilliantly titled) **Super Badaeman: Phoenix Battle 64** and **Rakuga Kids**. In the meantime we'll whet your appetites with a bit of info about each game. Just keep your eyes open for next month's edition

of N64 Pro – **Mark WWF Warzone**

As many of you pointed out to me when I inadvertently let slip that I wasn't too keen on wrestling in my review of WCW vs. NWO, this is a very, very popular sport. So to appease the ardent fans, there's about to be a new contender on the block and he's looking pretty mean (and not a bit camp in the slightest). Sporting the WWF license (no, not the World Wildlife Fund), this game has all your most popular wrestlers punching, kicking and generally chucking each other around until one of them gives up. The general look of the game is much better than WCW with clearly defined fighters that are smoothly animated and boast a huge amount of special moves. It's all good clean fun-for-all-the-family and should get a positive reception in its review next month.

F1 World Grand Prix gets pole

Finally the N64 gets the racer it deserves, unfortunately it crosses the line just too late for a review this month...

THIS LONG-AWAITED RACING GAME flew into the office at the end of the month, but just failed to qualify in time for a review this issue. We'll have a full review next month, though from initial impressions and from the amount of playtime it's getting, we think it's a safe to bet that this one'll be in pole position in next month's issue.

F1 WPG is firmly planted in the simulation side of car racing and promises to be a complete recreation of the exciting sport. It's got a full FIA license for all the cars, tracks and drivers and you can fully customise your racing car to whatever specification you want.

The graphics look amazing and the handling of the car is superb. We'll be bringing you the full lowdown on F1 WGP next month (if we can stop playing it long enough to write a review that is). Keep your eyes peeled for this one, it's a winner!



Stone the Crows

Looking for something to take your mind off that tricky Banjo puzzle? Why not immerse yourself in the graphic world of Titan?

THERE'S NOTHING we like better here at N64 Pro than getting our heads stuck in a good book after a hard days gaming, and as often as not the reading material is supplied by Titan Books. This month sees them releasing another four excellent titles, all of which are worth a look if you're the types that likes your novels hard hitting and action packed.

The pick of the bunch is probably Batman: Other Realms which explores the differing fortunes of the Dark Knight in other dimensions to the one we know and love. The four tales are all vastly different and it makes a pleasant change to the usual Gotham fare.

Next up is Hellblazer: Tainted Love from the creators of the excellent Preacher series. You can actually win a copy of this if you enter our competition on page 82, so I won't give too much away other than to issue a warning. Hellblazer is pretty stern stuff and is recommended only for more mature readers.

Then there's the long awaited Crow: Flesh & Blood. Another dark and disturbing affair that sees the emergence of the first female crow, wronged in life and brought back from the dead by the self righteous bird to wreak vengeance on those who brought about her death. A Goth's paradise this one, and perhaps the best Crow tale yet.

Finally comes Batman vs Predator III, where the title speaks for itself. If the Caped Crusader battling hulking great aliens is your bag then you won't go far wrong with this one!



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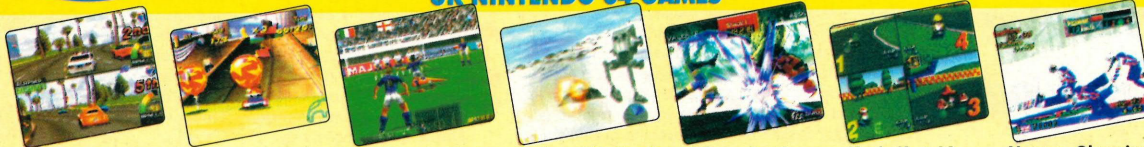
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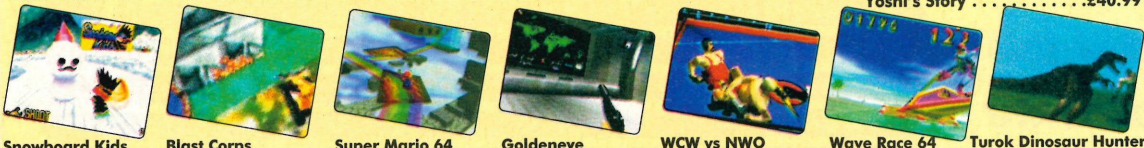
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Software House

Well, the League Tables are fully up and running now and proving to be as useful to an N64 gamer as a 'weathercock' is to an amateur forecaster. But despite this success we refuse to rest on our laurels

To be played this month

Mission: Impossible – Ocean

F-Zero X – Nintendo

ISS '98 – Konami

Star Soldier – Hudson

1080° – Nintendo

Dezaemon 3D – Athena

League points from these games will be awarded next issue

Last Month's results

Banjo-Kazooie – Rare **3pts**

Virtual Chess – Titus **1pts**

ISS '98 – Konami **3pts**

MLB: Featuring Ken Griffey Jr. – Nintendo **3pts**

GT 64: Championship Edition – Ocean **1pts**

Quest 64 – THQ **0pts**

Mortal Kombat 4 – Midway **0pts**

What's it all about?

NINTENDO'S dominance grows ever stronger, leading to calls for us to separate them from developing gods Rare (which we've done), and you can expect more innovations along the lines of our ground-breaking Pools competition in the near future.

This month sees the return of our Dream Team – the new, improved squad gets its unveiling right here – along with the League Tables themselves which, although the N64's still in its relative infancy, is the only guide you can trust to tell you who's got to grips with our favourite machine and who's still struggling.

Basically, those near the top are the names whose games you should be getting excited about, while the

ones at the bottom should be avoided by all but those who enjoy the pain that comes with frittering away fifty quid on the gaming equivalent of a Hanson concert.

And to recap, it works like this. Each game that is released is assessed by every member of the N64 Pro team and is awarded points on a scale ranging from 3 points for a top class effort, right down to -2 points for a great steaming turd of a game. These points are then totalled up for each publisher and they will either climb or drop down the league tables accordingly.

It all works a bit like the football really, only with an ever so slightly more complex scoring system. Anyway, you should be getting the hang of it by now...

Key: **R** = Games Released **E** = Number of games rated excellent (3 points) **G** = Number of games rated good (1 point) **A** = Number of average games (0 points) **S** = Number of games rated shite (-2 points) **Pts** = Total number of pointed scored

N64 Pro Premier League

	Publisher	R	E	G	A	S	Pts
1	NINTENDO	20	8	9	1	2	21
2	Acclaim	7	3	4	0	0	13
3	Konami	8	3	2	3	0	11
4	RARE New Entry	5	3	1	0	1	8
5	Ocean ▼	5	1	4	0	0	7
6	Namco ▼	1	1	0	0	0	3
7	Electronic Arts ▼	4	1	0	2	1	1
8	Human ▼	2	0	1	1	0	1
9	THQ ▼	2	0	1	1	0	1
10	Titus Promoted	2	0	1	1	0	1

N64 Pro Division One

	Publisher	R	E	G	A	S	Pts
1	Bottom Up Relegated	1	0	1	0	0	1
2	T & E Soft Relegated	1	0	1	0	0	1
3	Crave ▼	1	0	1	0	0	1
4	Culture Brain ▼	1	0	1	0	0	1
5	Ubi Soft ▼	1	0	0	1	0	0
6	Seta ▼	1	0	0	1	0	0
7	Hudson ▼	5	0	1	3	1	-1
8	Take 2 ▼	3	0	0	2	1	-2
10	Ascii ▼	1	0	0	0	1	-2
10	Video System ▼	1	0	0	0	1	-2
11	Interplay ▼	2	0	0	0	2	-4
12	GT Interactive	17	0	6	5	6	-6

Note: Where two or more publishers' point totals are the same the number of games released will be used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

Leagues

Stats



Player of the month

ISS World Cup France '98 - Rare
For the first time ISS' status as our Star Player came under threat with the emergence of Rare's new prodigy Banjo. We decided it should hang on for the time being though for two reasons. Firstly, that the new ISS is even better than the old one, and secondly, that Banjo's stamina for the long haul remains unproven.

Overall Picture

WE'VE BROKEN down the numbers from all the games we've ever reviewed and it throws up some interesting stats. It's most notable that we think almost 60% of all games released have been above average! And given that we're all writers and rubbish at maths, you'd better enjoy them because they were a right pain to work out...

86 GAMES:

- 17 Excellent (19.77%)
- 33 Good (38.37%)
- 21 Average (24.4%)
- 15 Shite (17.4%)
- 58.1% Above Average
- 41.9% Below Average

Hall of Fame

NINTENDO suffered a bit of blow this month when their own star player Rare was released on a free transfer and any points they scored for Rare games were deducted from their impressive total.

It's a testament to the strength of their squad though that even without such a big name they've still managed to remain eight points clear at the top!

It does open the door for the likes of Acclaim and Ocean though, as both have strong line-ups over the next few months and could well stake a very firm claim for top spot quite soon.



Hall of Shame

NOT MUCH to talk about in the shame stakes this month, largely due to inactivity on the part of those who are languishing in the lower reaches. In fact only one game was reviewed last issue from anyone outside of the Premier Division.

Unsurprisingly it came from the prolific GT Interactive in the form of Mortal Kombat 4 which was rated as average by the majority of the team who dismissed Mark's efforts to class it as good and give it a point. Sorry, but these points aren't handed out like sweets, they have to be earned.



N64 Pro: Dream team

There's been a recent upsurge from certain Nintendo players, so a revised Dream Team squad is called for, with a few new faces and some big names axed! Next month we'll print our very first Reader Dream Team courtesy of Matthew Workman, but in the future it could, as they say, be you. If you send one in that is.

- 1 - Wetrix** - Our goalie is still Ocean's benchmark setting platformer as it's the perfect building block on which any successful side should be constructed. And it'll probably be around for a good while yet
- 2 - Pilotwings** - One of five Nintendo published players to make our 'Dream Team' is Pilotwings. Bags of skill and ability make a quality full back.
- 3 - Banjo-Kazooie replacing Mario 64** - Mario is relegated to the subs bench to make way for the most exciting new talent in years. Banjo-Kazooie showcases all the aspects you could and should ever want in a game. World class
- 4 - Fighter's Destiny** - FD's superior battling

qualities stand it in good stead for a spell grinding out results from the heart of defence. Easily brushed aside a recent challenge from MK4

5 - Madden 64 - We've gone for experience over youthful good looks here in choosing Madden over QB Club. This tough tackling American completes our side's terrifyingly solid backbone

6 - GoldenEye 007 - The all important creative midfield role goes to what many consider to be the best N64 game to date. Able to unlock any defence in the blink of an eye with a subtle twist on an old idea. Devastating talent

7 - Diddy Kong Racing - As far as pacy wingers go they don't come much more talented or skilful than Rare's Mario Kart beater. Leaves lesser games eating its dust by a long, long way

8 - Forsaken replacing Mystical Ninja - Out goes Konami's Mystical Ninja and in comes Acclaim's pretty boy shooter. Should do a good job alongside GoldenEye in the side's midfield engine room

9 - ISS World Cup France '98 - The newly revitalised ISS takes up its usual position as striker, and has come back from its Japanese language course as an infinitely better player. Easily the best footballer ever

10 - Famista 64 - Perhaps a surprise addition

because not many people have seen Famista play, but without exception everyone here thinks it's brilliant! Don't dismiss it lightly

11 - 1080° Snowboarding - Who else could we have put on the opposite wing to DKR than Miyamoto's prodigy? It had its detractors at first, with accusations of cheating, but we feel 1080° a misunderstood genius!

Substitutes:

12 - Mystical Ninja - Drops to the bench but still a quality player to have on standby

13 - Wave Race - The veteran racer's been upstaged by pseudo-sequel 1080 and can't force its way in

14 - Super Mario 64 - Despite being dubbed the best game of all time, Mazza must suffer the humiliation of warming the bench. Guaranteed to be played at some stage though

15 - NHL Breakaway '98 - It was a toss up between this and Famista and it missed out by a whisker

16 - Mario Kart 64 - Again youthful exuberance in the shape of DKR was chosen over experience. Could well turn out to be a 'supersub' though...



Gone, but not forgotten...

Out of the squad go these heroes of yesteryear. Age may have caught up with them now, but they're still fondly remembered

Snowboard Kids, Yoshi's Story

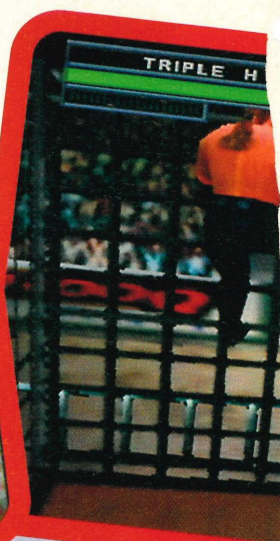
Release Schedule



Apparently Iggy tipped pepper down his undies and now his balls are 'wreckin'



Turok 2 all set to be even more monstrously successful than it's predecessor



IF IT WAS inevitable that our first 'Featured Software House' in last issue would be Nintendo. It is no less befitting that our second features a company that was the first Third Party company to jump on board the N64, namely Acclaim. The company that wowed us all with the gargantuan Turok the Dinosaur Hunter is all set to drop jaws again with the monstrous sequel Turok II. Expect the game to invade US shores Godzilla style around October time.

Speaking of invasions. UK shores can expect another invasion of US sports games courtesy of Acclaim's Sports range. Look out for NFL Quarterback Club '99, and NHL Breakaway '99 to improve on their already impressive

Featured Software House ACCLAIM

I must admit, I hated our old style Release Schedule (although I'd never admit it before), so guess what, we put our heads together and came up with this – our, new improved and definitely not going to be revamped again in the near future list of worldwide releases! We're all much happier with it now, and hopefully you lot will be too. Let us know what you think... STEVE

Key: ● - UK Release ● - American Release ● - Japanese Release DD- 64DD Game

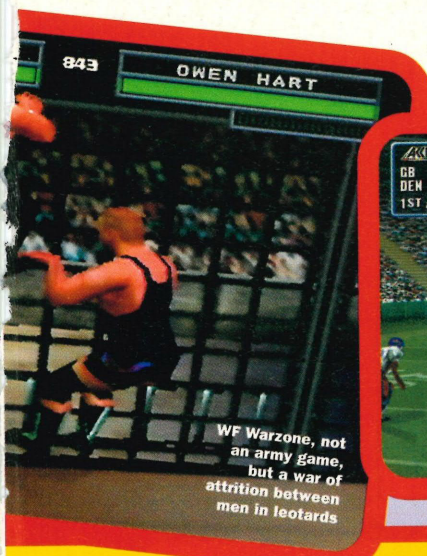
Black - No Specific details **Q1** - January to March **Q2** - April to June **Q3** July to September

Q4 October to December

1998

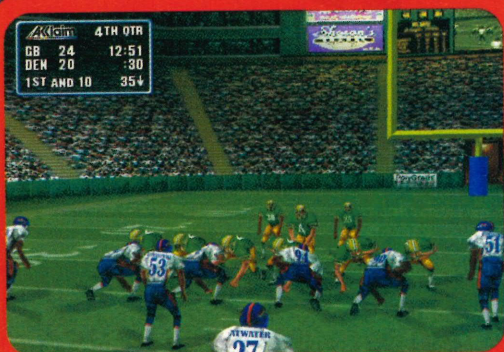
● Flying Dragon	Natsume/Culture Brain	August 24
● NFL Quarterback Club '99	Acclaim	August 25
● GEX: Enter the Gecko	Midway	August 26
● International Superstar Soccer '98	Konami	August 26
● Bomberman Hero	Nintendo	August 31
● FZero X	Nintendo	August 31
● Earthworm Jim 3D	Interplay	August
● Iggy's Wreckin' Ball	Acclaim	August
● Nintama Rantarō 1-2-3	Culture Brain	August
● Ultra Baseball 64	Culture Brain	August
● VR 3000	Ubi Soft	August
● International Superstar Soccer '98	Konami	September 4
● Chopper Attack	GT Interactive	September 11
● Gex: Enter the Gecko	GT Interactive	September 11
● Off Road Challenge	GT Interactive	September 11
● Strike Zone (Mike Piazza's)	GT Interactive	September 11
● Bio Freaks	GT Interactive	September 18
● Mortal Kombat 4	GT Interactive	September 18
● Deadly Arts	Konami	September 22
● Madden NFL '99	EA Sports	September 22
● NASCAR '99	EA Sports	September 22
● Cruis'n World	Nintendo	September 26
● NFL Blitz '98	Midway	September 29
● All Star Tennis '99	Ubi Soft	September
● NFL Quarterback Club '99	Acclaim	September
● Body Harvest	DMA Design	September
● Buck Bumble	Ubi Soft	September
● FZero X	Nintendo	September
● Madden '99	EA Sports	September
● SimCopter 64	Maxis	September
● Twisted Edge Snowboarding	Midway	September
● WCW/NWO Revenge	THQ	September

● Banjo & Kazooie's Adventure	Nintendo	Q3
● Bust-A-Move 3	Acclaim	Q3
● Glover	Hasbro	Q3
● Knife Edge	Kemco	Q3
● Jinsei Mezasai! Resort King	Taito	Q3
● Last Legion X	Hudson	Q3
● Let's Smash	Hudson	Q3
● NHL '99	EA Sports	Q3
● Ogre Battle Saga	Nintendo	Q3
● Robotech: Crystal Dreams	Gametech	Q3
● SCARS	Ubi Soft	Q3
● Space Circus	Ocean	Q3
● Twisted Edge Snowboarding	Kemco	Q3
● 1080° Snowboarding	Nintendo	October 01
● VR Pool 64	Crave Entertainment	October 02
● Twelve Tales: Conker 64	Rare	October 27
● Buck Bumble	Ubi Soft	October
● Extreme-G 2	Acclaim	October
● Fox Sports College Hoops '99	Fox Sports	October
● Knife Edge	Kemco	October
● Penny Racers	THQ/Takara	October
● Space Station: Silicon Valley	Take-Two	October
● Turok II: Seeds of Evil	Acclaim	October
● NFL Blitz	GT Interactive	November 13
● Legend of Zelda: Ocarina of Time	Nintendo	November 23
● Castlevania	Konami	November
● Charlie Blast's Challenge	Kemco	November
● Milo's Astro Lanes	Crave	November
● NBA Jam '99	Acclaim	November
● Oneal Monsters	Bottom Up	November
● Rat Attack	Mindscape	November
● Rayman 2	Ubi Soft	November
● Roadsters '98	Titus	November
● Rush 2: Extreme Racing	Midway	November



WF Warzone, not an army game, but a war of attrition between men in leotards

NFL Quarterback Club 99.
Will it outplay Madden 64?



prequels.

Before then though we'll be treated to WF Warzone which, with its incredibly realistic looking wrestlers, is set to be the best wrestling game certainly on the N64 and possibly on any system. The quirky looking Iggy's Wreckin Balls is also imminent, proving that Acclaim aren't just in the market for action packed arcade games.

And then there's Extreme-G 2. Could the sequel be even faster? Well maybe. But no matter how fast it is you're still going to have to wait until October to get your greasy futuristic racing gloves on it. Not for no reason does Acclaim feature second in our Software House League. Their games are rapidly becoming Acclaim by name and acclaimed by nature.

Extreme-G 2. All set to be so fast it's gonna make your nose bleed



● S.C.A.R.S	Ubi Soft	November
● Survivor Day One	Konami	November
● Tonic Trouble	Ubi Soft	November
● V-Rally 98 Arcade Championship Edition	Ocean	November
● WCW Nitro	THQ	November
● WipeOut 64	Psygnosis	November
● Duke: Time to Kill	GT Interactive	December 18
● Bokojou Monogatari (Harvest Moon 64)	Victor	December
● F1 Racing	Ubi Soft	December
● In-Fisherman Bass Hunter 64	Take 2	December
● Legend of Zelda: Ocarina of Time	Nintendo	December
● Nightmare Creatures	Activision	December
● Quake 2	Activision	December
● Shadowgate 64 - Trial of the Four Towers	Kemco	December
● Star Wars: Rogue Squadron	LucasArts	December
● Akumajou Dracula 3D (Castlevania 64)	Konami	Q4
● Air Boardin' USA	Human	Q4
● Battle Tanx	3DO	Q4
● Chameleon Twist 2	Sunsoft	Q4
● Dual Heroes	Hudson	Q4
● Fighting Force 64	Eidos	Q4
● Legend of the River King 64	Natsume	Q4
● Lode Runner 64	Big Bang	Q4
● Magic Flute	Sunsoft	Q4
● Micro Machines V3	Codemasters	Q4
● NBA Live '99	EA Sports	Q4
● ODT	Psygnosis	Q4
● Rayman 2	Ubi Soft	Q4
● Top Gear Overdrive	Kemco	Q4
● SanRio Time Net World	Imagineer	Q4
● Survivor Day One	Konami	Q4
● Winback	Koei	Q4

1998 (specific dates to be announced)

● Blades of Steel 2	Konami	
● Bottom of the Ninth '98	Konami	
● Cabbage	Nintendo DD	
● Command and Conquer 3D	Westwood Studios	
● Chameleon Twist 2	Japan Supply System	
● Dragon Storm	MGM	
● F1 Simulation '98	Ubi Soft	
● Flight Sim (Aces of the UN)	Video System	
● F Zero Expansion Set	Nintendo DD	
● Hiryo No Ken Twin 2	Culture Brain	
● Jest	Ocean/Curved Logic	
● Magic Flute	Sunsoft	
● Mario Artist: Picture Maker	Nintendo DD	
● Mario Artist: Polygon Maker	Nintendo DD	
● Mario Artist: Talent Maker	Nintendo DD	
● Mother 3 (Earthbound 64)	Nintendo DD	
● Need for Speed 64	EA/Paradigm	
● No Man's Island	Imagineer DD	
● Pokemon Stadium DD	Nintendo DD	
● Powerslide	Emergent	

● Puzzle Bobble 64	Taito	
● SimCity 64	Nintendo DD	
● Snowspeeder	Imagineer	
● Soccer	Parity Bit	
● South Park 64	Acclaim/Iguana	
● Spooky	ICE	
● Super Robot Battle	Bandai/Banpresto	
● Tetris 64	Nintendo/Blue Planet	
● Tonic Trouble	Ubi Soft	
● Turok 2	Acclaim	
● Ultra Donkey Kong 64	Nintendo DD	
● Wayne Gretzky 3D Hockey '99	Midway	
● World Grand Prix	Video System	
● WaZelda (Zelda DD)	Nintendo DD	

1999

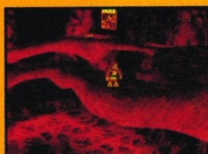
● Looney Tunes: Space Race	Ocean/Infogrames	January
● Hybrid Heaven	Konami	March
● Blades of Steel '98	Konami	Q1
● Caesar's Palace	Crave	Q1
● Carmageddon 64	Stainless	Q1
● GT World Tour	Boss	Q1
● Harrier 2000	Paradigm	Q1
● Harvest Moon 64	Natsume	Q1
● Hype - A Time Quest	Ubisoft	Q1
● Jeff Gordon Racing	ASC Games	Q1
● Jungle Bots	Titus	Q1
● 4x4 Mud Monsters	Take 2	Q1
● NBA In the Zone '99	Konami	Q1
● Road Rash 64	THQ	Q1
● Rugrats	THQ	Q1
● Shadowgate - Trial of the Four Towers	Kemco	Q1
● Wild Metal Country	DMA Design	Q1
● Winback	Koei	Q1
● Blues Brothers 2000	Titus	Q2
● Duke: Time to Kill	GT Interactive	Q2
● Nuclear Strike	THQ	Q2
● Tasmanian Express	Infogrames	Q2
● Army Men 3D	3DO	September
● Duck Dodgers in the 3rd 1/2 Dementia	Infogrames	Q3
● Hercules: Legendary Journeys	Titus	Q3
● Quest for Camelot	Titus	Q3
● Xena: Warrior Princess	Titus	Q3
● Daikatana	ION Storm	Q4

1999 (specific dates to be announced)

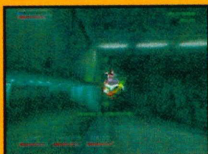
● 64 Oozum 2	Bottom Up	
● Body Harvest	Nintendo	
● Cavalry Battle 3000	Nihon Supply System	
● Derby Stallion	Parity Bit DD	
● Doubutsu Bancho	Saru Brunei DD	
● DT	Game Studio	
● Elftale (Quest 64)	Imagineer	

Release Schedule

Recommended recent releases



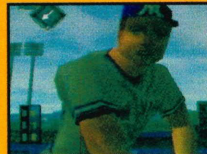
Banjo-Kazooie: Easily one of the N64's top three games. Incredible!



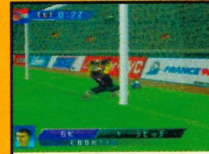
Forsaken: The Descent for the late 90's. Fast paced shoot'em-up thrills



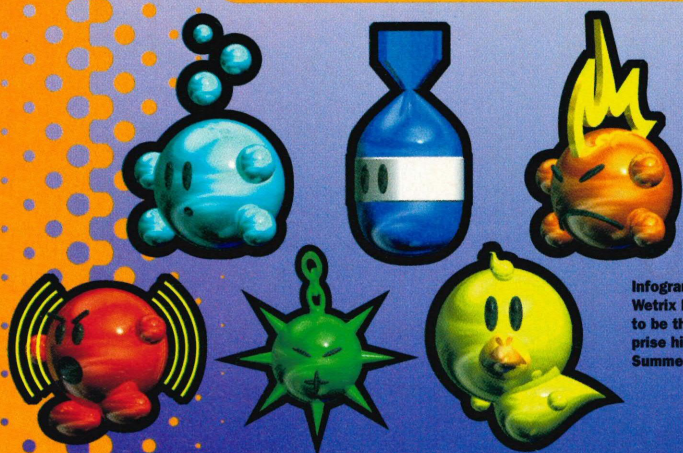
Wetrix: Many thought it couldn't be done, but Tetris has been bettered!



All Star Baseball '99: Not everyone's thing but the best baseball sim ever



ISS World Cup: Not a major overhaul but enough tweaks to be essential



Infogrames' Wetrix has proved to be the big surprise hit of the Summer so far

Forthcoming Attractions...

These are some important dates for your diaries as they're the days of release of what we think will be some of the biggest names in games over the next few months. We're not saying they're definitely all going to be world beaters, but they're just some of the ones we're looking forward to.

- **F Zero X** – Nintendo (July 14th - Japan)
- **World Grand Prix** – Nintendo (July 17th US)
- **Earthworm Jim 3D** – Interplay (August US)
- **Mission: Impossible** – Infogrames (August UK)
- **Madden '99** – EA Sports (September US)

- Emperor of the Jungle Nintendo
- Exhumed 64 Crave/Lobotomy
- Extreme G 2 Acclaim
- Fire Emblem 64 Nintendo
- Fishing Nintendo
- Fushigi no Dungeon Chunsoft
- Gauntlet 64 Midway/Atari
- Golf Nintendo
- Hashire Boku no Uma Culture Brain
- Hybrid Heaven Konami
- Jissen PachiSlo Hissyouhou Sammy
- Jungle Taitel (Emperor Leo) Nintendo DD
- King of Pro Baseball 2 Imagineer
- Kiratto Kaiketsu! 64 Tanteidan Imagineer
- Kirby 64 Nintendo
- Kyojin no Doshin Param DD
- Macross (Robotech) Tomy
- Mario Artist: Sound Maker Nintendo DD
- Makaimura 64 (Ghouls 'n' Ghosts 64) Capcom
- Mickey's Tetris Capcom
- Namco RPG Namco
- Nushi Tsuru 64 (River King) Pack-in Soft
- Perfect Dark Nintendo/Rare
- Pikachu Genki DeChu Nintendo
- Pokemon Snap Nintendo DD
- Project Cairo Crave Entertainment DD
- Pro Shinan Mah-jongg Culture Brain
- Rockman Dash (Mega Man) Capcom
- Shadowman Acclaim/Iguana UK
- SimCopter 64 Electronic Arts
- Snowspeeder Imagineer
- StarCraft Nintendo/Blizzard
- Star Wars Prequel Game LucasArts
- Street Fighter Capcom
- Super Mario 64 2 Nintendo DD
- Super Mario RPG 2 Nintendo DD
- Suu Imagineer DD
- Teo Fujitsu DD
- Thornado Factor 5
- 7th Legion Epic Megagames
- Acclaim Sports Soccer Acclaim/Probe
- Aeon Flux GT Interactive
- Bio Tetris Amtex
- GT Racing Midway
- California Speed Midway/Atari
- Deadly Honor TecMagik
- Deep Blue Konami
- Destruction Derby 64 Psygnosis
- Donkey Kong World Nintendo/Rare
- Earthbound 64 Nintendo DD
- FZero X Expansion Set Nintendo DD
- Ghouls'n'Ghosts 64 Capcom
- Golden Nugget 64 Virgin
- Jet Force Gemini Rare
- Kirby 64 Nintendo
- Legend of Zelda DD Nintendo DD

- Lego Racers Lego/High Voltage
- Magic the Gathering: Armageddon Acclaim
- Mario 64 2 Nintendo DD
- Mario Artist: Picture Maker Nintendo DD
- Mario Artist: Polygon Maker Nintendo DD
- Mario Artist: Sound Maker Nintendo DD
- Mario Artist: Talent Maker Nintendo DD
- Mega Man 64 Capcom
- Mission Impossible 2 Ocean/Infogrames
- NBA Fastbreak 64 Midway
- Paperboy 64 Mindscape
- Pokemon Stadium Nintendo
- SimCity 64 Nintendo DD
- Smurfs 64 Infogrames
- Space Bunnies Must Die Take 2/Ripcord
- Super Mario RPG 2 Nintendo DD
- ToeJam & Earl 64 TJ&E Productions
- Ultra Descent Interplay

1998 (specific dates to be announced)

- LightBlaster 64 InterAct Q2
- Nintendo 64 Mouse July
- 64DD Nintendo Q3
- Capture Cartridge Q3
- 64 GB Pak Nintendo TBA
- Voice Recognition Headset Nintendo TBA

ONE TO WATCH

It's the greatest platform game ever created. It features the most amazing graphics, sounds and gameplay. And it's OUT NOW on the greatest console ever created. What are you waiting for? Buy it!



Reviews

No matter what some clowns would have you believe, the reviews are the most important part of any games mag. Ours is no exception...

The breakdown...

Icons

Official release

Japanese Import

US Import

Stamp Of Approval

Anything scoring over 89% is basically a must buy and **we don't give out nineties lightly!** These are the games that grace the N64 console, will entertain you for months and are well worth the money, hence being awarded with N64 Pro's own unique boot-print Stamp Of Approval



Four Pro Reviewers

Four expert video game journalists' opinions with over 80 years' gaming experience between them are squeezed in at the end of every review – the email address of the main reviewer is printed along the edge for **instant reader response**

Your Opinion

There's one opinion from a reader who gets an all-expenses paid trip to see just what goes on in the N64 Pro office for a day. This person could, of course, be you. Write to **Reader Reviews, N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP** telling us why it should be you and we might just be in touch

This issue...

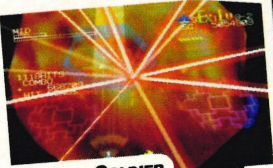
20 F-ZERO X ▶
Outpacing Extreme G by a good distance
Nintendo win the race for the best N64 racer



26 MISSION: IMPOSSIBLE



32 ISS '98



36 STAR SOLDIER

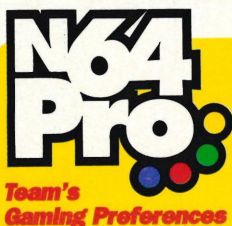


38 1080° SNOWBOARDING



44 DEZAEEMON 3D

Turn the page NOW for this month's reviews



Alex: Likes two-player competitive games, particularly sports sims. Favourite N64 game – ISS World Cup France 98. Hates RPGs. Looking forward to Rogue Squadron

Steve: Likes American sports games. Favourite N64 games – PilotWings 64 and Banjo-Kazooie. Hates beat'em-ups. Looking forward to Madden '99

Noely: Likes adventure games and RPGs. Favourite N64 game – Banjo-Kazooie. Doesn't hate any genre in particular. Looking forward to Zelda 64

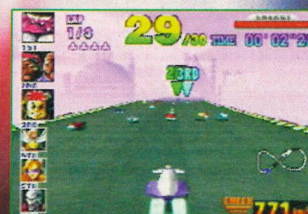
Mark: Likes shoot'em-ups. Favourite N64 game – Banjo-Kazooie. Hates SimCity type games. Looking forward to Zelda 64

COVER STORY

● PUBLISHER Nintendo ● CONTACT Import ● GENRE Racing Game

F-Zero X

A blast from the past
that's fast as a blast



GP RACE



30 cars ton around a mad track

BATTLE MODE



Up to four players with no slowdown



Hold onto your joypad for the fastest, maddest, most suicidal racing game ever. F-Zero X will test your reactions to the very limit. Don't take your eyes off the screen for a second because you're in for the greatest race of your life



If you're not careful you'll end up spinning around in this tube



I'm doing a mere 780 km/h. I'll have to go faster to win



A

AFTER ZELDA this has to have been one of the most eagerly awaited games on the N64. F-Zero X is a futuristic racing game where you pilot rocket-powered craft around manically designed courses at speeds designed to make your eyes water.

Don't worry if you can't remember the original F-Zero on the SNES, suffice to say it was fun,

nippy and spawned many pale imitations (one of which was wipEout on the PI**Station).

The idea is simple, you view your rocket-powered beast from behind, press accelerate (that's the A button to me and you), wait for the start and hold on for dear life as you power down the track at speeds of over 1,000 mph.

But this isn't just a drag race down a straight to the finish. In F-Zero X you'll negotiate some of the most fiendishly designed courses to ever grace a



► You rival is the car closest to you in league points. Beat him!

DEATH RACE



Last man standing wins the race

TIME ATTACK



Saves your best three course ghosts

PRACTICE



Pick any track and learn the curves



The purple strips replenish your much needed energy

COVER STORY

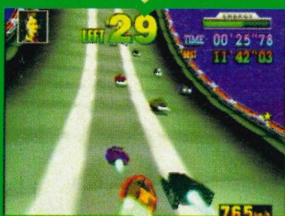
F-Zero X



I'm replenishing my energy by driving through the purple areas

Barge Attack

Double tap either L or Z and you'll bash your way left or right. Time it right and you'll knock an opponent straight into the walls of the track or you'll send them into oblivion



Sometimes the track twists out of sight. Be careful!



Things get really fast when you start to move over 1047 km/h

► racing game. And this is where the true genius of this game begins to show. Lesser games (such as the aforementioned wipEout and to a certain extent Extreme G) may be fast, they may even look fairly nice, but can you take those corners without constantly hitting the sides? Can you hell! Either the controls are ropery (wipEout) or the corners come too fast for you to react (Extreme G.)

Maximum strength screenwash

F-Zero X has sorted out the problems that marred these games. The controls are tight, responsive

and that analogue stick on the N64 control pad works an absolute treat. No matter how sharp and twisted the corners may be you always have a chance at making them. So F-Zero X isn't just fast, it's constantly and unrelentingly fast. And the tracks will test your reactions to the absolute limit as they loop and twist in every possible direction paying no attention to the laws of gravity.

You share the track with 30 other competitors

Spin Attack

Hold either L or Z and double-tap the opposite button to make your craft spin around causing a nasty obstruction that will send any other ships flying off the track or into the walls. Doing this in multi player games is a good way to lose friends.



ON THE STARTING GRID TODAY...



BLUE FALCON

A bit of an all rounder in most respects the Blue Falcon is a good choice for the beginner. Its boost is weak, but with good handling and armour this craft can hold its own in all but the most demanding races. It's heavy weight enables it to keep its head in the worst smash and bash races.



FIRE STINGRAY

A beast of a car and the perfect choice for barging your way around the tracks. Terrible at boosting but with good grip and incredible strength this can take anything that's thrown at it. And with its ludicrously high weight the Fire Stingray can smash through anything that stands in its way.





Booster Madness

One of the most perfect things about F-Zero X is the trade off between speed and energy. After the first lap you can use the B button to boost your craft to incredible speeds. Unfortunately, each boost takes up a bit of your energy. Lose too much and you'll find yourself vulnerable to attack (and your craft flashes just to let everybody else know). Get in this state and one nudge can put you out of the race.



Retro Gaming Vs. New Technology

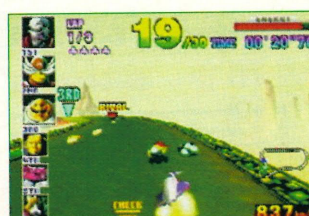
Then...

F Zero wowed everybody when it first appeared on the SNES. It was the first game to utilise the SNES's legendary 'Mode 7' 3D graphics technology. This technique formed stunning 3D tracks by rotating one huge graphic. The stunning graphics floored anybody who looked upon it and the gameplay ensured that it became an instant legend.



...Now

You may not have to pick up your jaw after witnessing the graphics, but with furious speed, high framerates and 30 craft on screen at once, F-Zero X makes good use of the N64 hardware. The game is wonderfully faithful to the original with a similar look and feel, but everything has been improved. The road now curves up, down and all around unlike the flat tracks of the original and you now have loads of competitors to race against. Best of all though, the new four player mode adds a huge dimension to the gameplay. F-Zero X is the update we've all been waiting for.



The number of craft on screen at once is mind boggling



Use your boost and you can really ton it down the straights



making this possibly one of the most crowded racing games I've ever played. On the later courses, when the track starts to narrow, you realise that there isn't enough space for the lot of you, and somebody's going to get hurt. And if you're not alert, careful and above all single-



GOLDEN FOX

One for the speed freaks, the Golden Fox has a boost that sends it flying in front of the competition. Keep your wits about you though because this car handles like a pig, in inexperienced hands it'll spend a lot of time hitting the corners. Weak armour ensures that it falls apart very quickly



WHITE CAT

Office favourite, the White Cat has all the trademarks of a great racer. It's fast and grips corners with an unmatched ability. It can't take too much damage before flaking out but, an experienced F-Zero X player will find that this becomes the most fearsome craft in the race



WILD GOOSE

The Wild Goose lives up to its name by being a terrible weapon in the wrong hands. Strong in armour and a heavy weight ensure that this car will knock any competition off the track. The handling is poor, but it's not quite as terrible as the Fire Stingray. This is a good choice for a dangerous driver



When the 'booster ok' message appears hit your turbo button



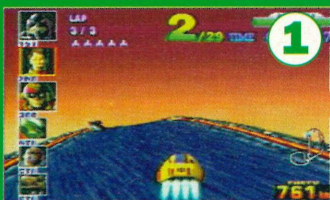
Weaving through the crowd of opponents is a real challenge

COVER STORY

F-Zero X

King Cup

1: Fire Field



2: Silence 2



3: Sector B



4: Red Canyon 2



Queen Cup

1: Sector a



2: Red Canyon



3: Devil's Forest 2



4: Mute City 2



Jack Cup

1: Mute City



2: Silence



3: Sand Ocean



4: Devil's Forest



5: Big Blue



6: Port Town



I wouldn't look backwards if you want to win the race



It doesn't look much stood still. But wait until you see it move

► mindedly arrogant enough to get in first, you'll end up smashed into the wall or hurled off the side of the track to your doom.

Crowd control

Having 30 competitors makes the races far more interesting than your usual racer. Most racing games have 10 racers max and even the stunning Diddy Kong Racing has only eight cars on the track at once. With only a few competitors on the track, races can sometimes get a bit lonely once you've flown off ahead or fallen behind the pack. Not so with F-Zero X. No matter where you are on the track you'll always have to contend with other racers, making this one of the most compulsive racing games I've ever had the pleasure to play.

Good though the single player racing game is, it isn't a patch on the mayhem of a multi-player game. Get a few friends round and take them on in a four player challenge. There's absolutely no slowdown (the game constantly runs at 60 frames-per-second) and the race turns into complete mania as you hurtle around desperately trying to

get first place without using up too much of your energy or you'll explode at the slightest touch.

F-Zero X doesn't feature weapons to shoot up other players, although I'm not sure this is a problem. You can still barge and use spin attacks and the races are so perfectly balanced between tearing around the track without running out of energy, that I think weapons would simply detract from the game rather than add to it.

By far the best news about F-Zero X was our discovery of the Master Cup. This randomly creates tracks for you race upon. You have to work hard to open it up, but if you do then you get an infinite supply of constantly renewable tracks. No other racing game offers such variety.

The only real problem with F-Zero X is the simplicity of the graphics. To get everything running this smoothly and quickly the backgrounds (and even the craft) had to be toned down. And although pop-up has been kept to a minimum (thankfully!) the background is virtually non-existent and the ships have a noticeable lack of texture and detail.



N64 Score

IT MAY SEEM a bit bland when you take your first glance, but look closely and you'll see that F-Zero X is crammed full of playability. The gameplay is perfectly balanced so you're constantly attaining higher speeds and all the time trying to stay alive in some of the maddest races you'll ever take part in. The tracks are nothing short of fiendish and the roller coaster design of the courses will test your skill and reactions to the limit. There's wads of tracks to choose from and if you beat the game you'll get a random track generator with an infinite supply of new courses. And it never, ever slows down no matter how many opponents are on the screen. Try to look past the blandness of the graphics (I know it's hard with games like Banjo and DKR around) and you'll find a stunningly good game lurking within the F-Zero X cart. **MARK**

- **ALEX** One of the less lauded SNES updates that caught us all by surprise by being so good. Okay, F-Zero X could be more detailed, but its excellent gameplay more than makes up for its deficiencies in the looks department
- **STEVE** I was a massive fan of the original, and while the sequel isn't anywhere near as ground-breaking, it's still a good laugh in multiplayer mode. Graphics aside it's difficult to fault F-Zero X and it should become highly sought after
- **NOELY** Super Tennis aside, this is the SNES game that I've longed to be updated on the N64. Thankfully it's as fast paced and exciting as the original, with a top four player mode and an awesome random track editor to boot
- **READER REVIEW** It's fast, but I'm not impressed by the graphics at all. Having said that it's all pretty smooth and the four-player is a great laugh.
Mick Jones, Bristol

5: White Land 2



6: Mute City 3



5: Big Blue 2



6: White Land



DD Ready and Waiting

It's official, F-Zero X is the first cart to include DD Hooks (programming that allows the cart to work with the DD Drive). This means F-Zero X is ready for an expansion disk add on with an upgrade disk almost certainly being released at the same time as the DD. Upgrades will include new tracks, more cars and best of all, a track editor so you can tear around your own creations.



Hidden Secrets

Finish all three cups on normal mode and you'll open up the Joker Cup with a new set of six tracks. Keep going and you'll open the Master Cup. Beat all the cups on all the levels and you'll open up the X-Cup. This randomly creates tracks for you to race around providing an infinite variety of courses. Open up this course and you'll never tire of playing F-Zero X.

Rage before beauty

The old graphics versus playability argument has raged for years and whilst I think playability wins every time, I know how important it is for a game to look good as well as play well. And no matter which way you look at it, F-Zero X looks very, very bland. But I still think it's one of the best racing games ever made and the N64 Pro team had so much enjoyment out of it that it would be criminal not to give it a stamp of approval.

If the graphics were better F-Zero X would definitely have got a mark to equal Diddy Kong Racing (96%), but this game has earned its Stamp Of Approval through sheer playability, which is in many ways more impressive than that of any other racing game I've ever played. And you won't get a better recommendation than that. It's a brilliant game and you won't go far wrong owning a copy ●



You have to go insanely fast to clear these gaps in the track

GRAPHICS



SOUND



GAMEPLAY



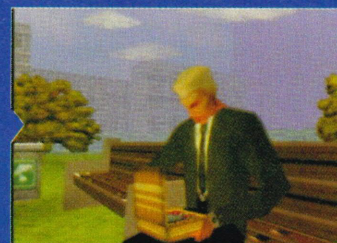
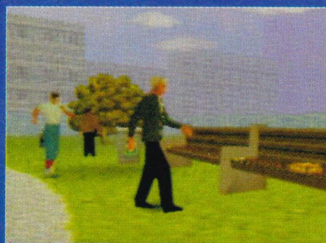
LASTABILITY



90%

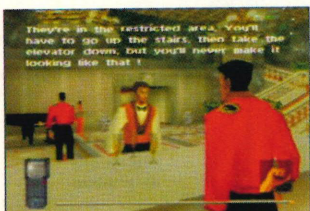
Mission: Impossible

Phelps receives his orders in the time honoured Mission:

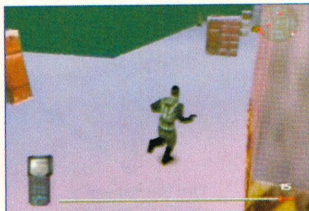




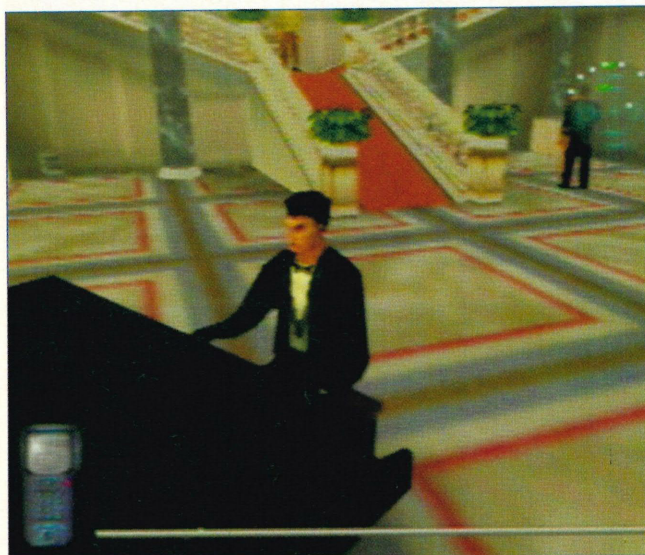
Do we 'spy' a monster hit or the biggest flop since Mark entered a popularity contest?



These IMF agents are everywhere. Who do you trust?



The sub-pen level is the only disappointment in the game



Constantly dogged by production problems from day one, it's certainly been a bumpy ride for Infogrames with this one. Amazingly though it looks like it's actually been more than worth the incredibly long wait

O riginally I intended to set myself my own 'impossible mission' for this review. The plan was to see if I could write the whole thing without once mentioning the 'G' word (that being GoldenEye). I even had a couple of stabs at it, but you'd be amazed how quickly I failed on each occasion. It was a bit like playing that game where you're not allowed to say yes or no, and I was always bad at that anyway as a kid.

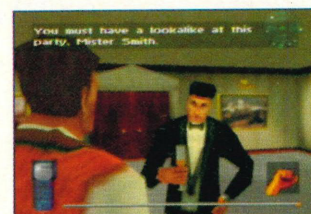
You could always guarantee that I'd be the fool whose turn would follow the same well-beaten path of Question: What's your name? Answer: Steve. Question: Is it? Answer: Yes. Shameful I know, but it always just slipped out. And I found the same thing happening to me with GoldenEye in this review.

Although in this case it wasn't so much through carelessness as

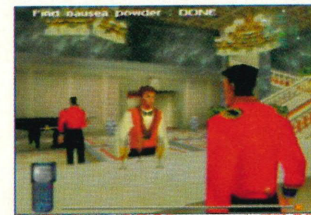
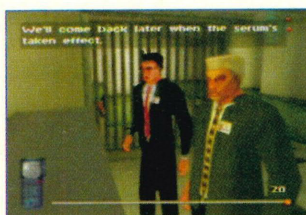
annoyance. While M:I was on the seemingly endless treadmill of previews in all the mags over the last decade (okay, so that's a slight exaggeration), I got heartily sick of reading how this was 'a potential GoldenEye beater'.

And now that reviews have started to filter through, all I'm seeing is "it's not the GoldenEye beater we were all hoping it would be." Why is this such a big surprise to these people? Surely it's been obvious now for months that the last thing Infogrames' were creating was make a game that would go head-to-head with the 'Cult of GoldenEye' that's developed among N64 users.

So I set myself a new 'mission.' If I only get one point to stick in the minds of readers of this review then I want it to be this: Mission: Impossible is nothing like GoldenEye, and for that matter doesn't want to be like GoldenEye. So if that's what you're hoping for and you're going to start moaning when you find out it's not, then you may as well stop reading right now.

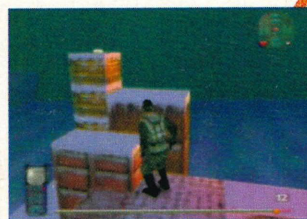


The 'facemaker' lets you steal identities from enemies

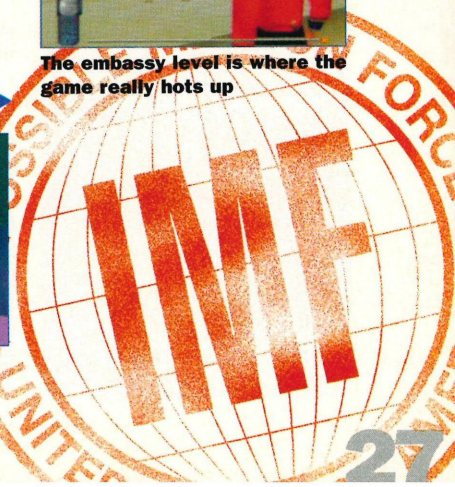


The embassy level is where the game really heats up

Impossible tradition - an exploding briefcase

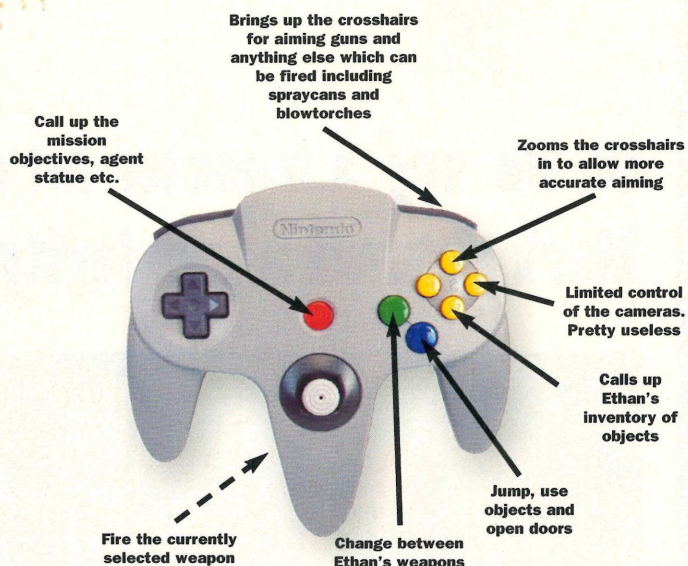
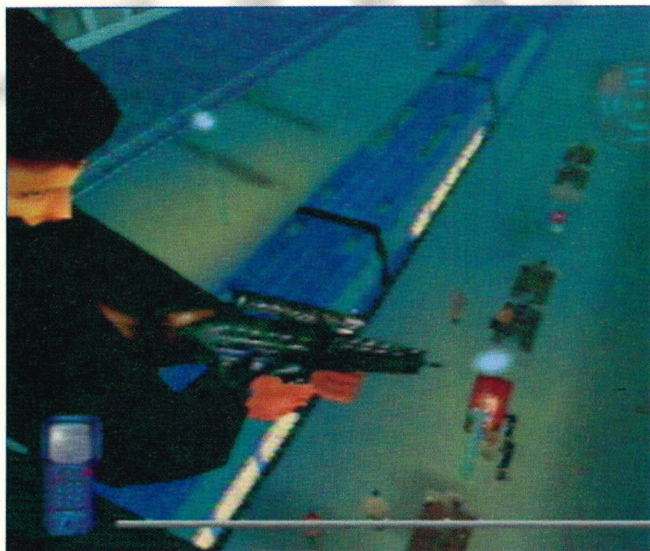


You need to learn where to find cover get there fast



Review

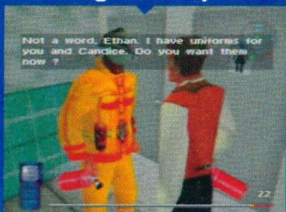
Mission: Impossible



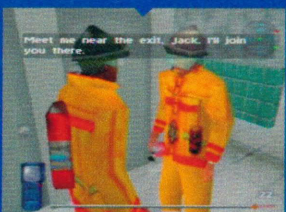
Fire Escape



There's no way out. Better find a disguise and quick



With the alarm going off this fireman's uniform is ideal



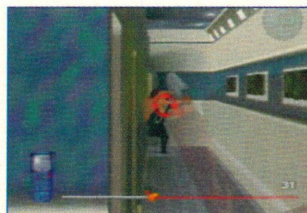
With this outfit on no one will ever suspect who I am



And there it is. A nice, clean getaway. Zero bodycount



The final sequence from the film begins in this very train



Max is in here with the NOC list, but she's heavily guarded



Take out her henchman and get the list before the final twist

► Go on. Go and read about F-Zero X, or something equally arcadey, because you're not wanted here.

Good. Now that they've gone I can get down to the business at hand. And that's reviewing the N64's best 'spy' game to date. That's right. No, it's not a misprint. I meant to imply that this is a better spy game than GoldenEye, and I'm not ashamed of my views.

Whatever you think of Rare's effort (and judging by the sales you lot are more than a little impartial), it's still basically a Doom clone in a spy-sque setting. Replace the soldiers with orcs and Quake fans probably couldn't tell the difference. M:I gives you the whole secret agent bit – missions, storylines, gadgets, the works. And personally that's much more appealing to me. Ooh the controversy. Let me clarify.

Before a flood of irate letters swamp me, I want to state that I'm not knocking the big G. I'm merely

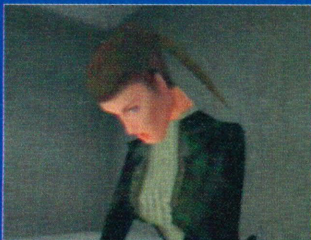
saying that it doesn't particularly do it for me. Which is perfectly illustrated by the fact that you can count the hours I've played it on the fingers of a one-armed man whose other hand's been mangled in a nasty incident with, well, let's say a mangle for want of a better example of heavy machinery. That's not to say I don't like it, just that I choose to appreciate its beauty from afar...

The Midas touch

M:I's a more hands-on type of love affair for me. Once you get past the slightly weak tutorial level and get fully into the plot, a complex web of intrigue, tension and excitement starts to unravel, and from there on if you like adventure-style games I guarantee you'll absolutely love it.

As anyone who's seen the film will know, M:I centres around Ethan Hunt (played by Tom Cruise in the movie, but his likeness doesn't appear in

Sarah, Clutter, Max, Phelps and Candice are just a few of the members of a sizeable





Ethan handily turns invisible to aid the aiming process



the game sadly due to legal wrangles), and the game follows the plot quite closely for the most part – diverting only to use a little dash of artistic license every now and again to suit gameplay mechanics or to extend the longevity.

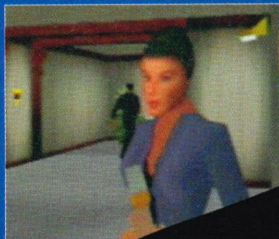
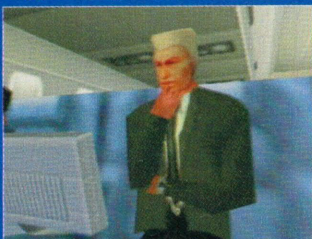
So don't fall into the same trap I did of reaching the end of the film part and start parading around all smug telling everyone how you've finished it only to be left with egg of your face when a whole new set of objectives open up!

Agoraphobia

It's not all sunshine and roses though. There are a few niggly problems. I don't want to spoil the upbeat mood though, so I think I'll chuck them in here then build up to a rousing crescendo and hope by the time you get to the end you'll have forgotten about them.

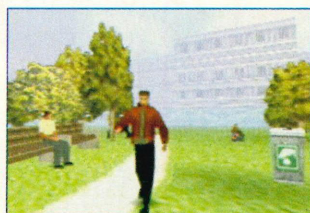
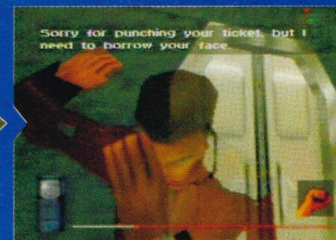
Firstly, it looks a bit rubbish at times, as I'm sure you've noticed from the odd screenshot. In the larger game areas (usually outdoors) the team have obviously struggled with textures and, to be

supporting cast of characters



Mission: Impossible

Obviously Ethan's mum never told him that if the wind changes his face will stay like that.



The new IMF boss has developed a cocky strut

brutally honest, it still looks unfinished. It's like there's a whole boxful of graphics lying around somewhere that some overworked programmer has simply forgotten to put into the game.

Whatever the reason, it should have been sorted out – especially when you look at how detailed and downright lovely some of the indoor levels look (the Embassy and CIA HQ levels spring immediately to mind).

Also graphically, the pop-up is quite horrendous at times, so if you're the type who gets worked up about that sort of thing then you'd better grit your teeth on this one.

St. Vitus' dance

Secondly, there's the control of Ethan. Whilst there's nothing fundamentally wrong with it – it's nice and responsive and serves its purpose – it's just that he turns so painfully slowly at times that it can be frustrating if you're getting pummelled from behind (so to speak)



Better hide that body to be safe



He won't be smiling when that case blows up in a minute

and need to swivel round quickly. I couldn't get away from the feeling that it was like he was on casters – somewhat reminiscent of trying to turn a supermarket trolley with a dodgy wheel in an aisle packed with screaming kids. It's sloppy, but far from fatal.

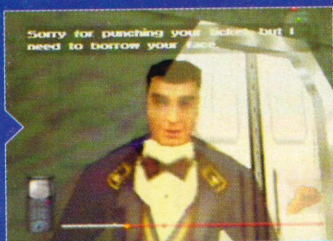
That's it gripewise. From here on in it's plain sailing all the way down the highway that leads straight into Positivity City. And perhaps the most trouser fillingly exciting aspect is the need for a bit of cunning if you're to succeed. Stealth is the key, and not looking suspicious is a skill you'd better get the hang of pretty damn quick unless you fancy replaying the first mission over and over again until you die in real life.

Fortunately, a harsh upbringing on the mean streets of Salford stood me in good stead on that score – if it taught me one thing it was how not to look suspicious – but the more molly-coddled

The sniper sequence sees you charged with protecting Ethan



He'd never touch the facemaker if she had



among you may well struggle. Just making sure no one's watching will usually do the trick, but if you have to accomplish anything particularly nasty (like knock someone out), then you must lure them out of the way first. In this game, common sense and quick wits are much more valuable weapons than anything GoldenEye can boast in its arsenal.

The missions are very well structured, as well as having more variety than a summer season on Blackpool promenade. One minute you could be planting smoke generators in an Embassy's air vents, the next dangling precariously on the end of a wire in the ultra high security CIA Headquarters, before being whisked off to a train station where your sniping skills must protect a fellow agent from assassination. All good stuff, all taster than a sumo wrestler's belt, and all – without exception – highly enjoyable.

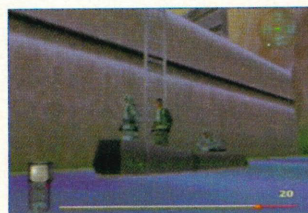
Alzheimers

So while I've undoubtedly failed in my 'mission' to avoid mentioning GoldenEye (including that one I've used the word nine times so far!), Infogrames' have certainly succeeded in theirs.

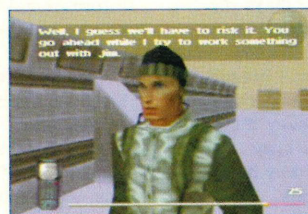
Although true success will ultimately be measured in sales and there must be some uneasy people on both sides of the channel anxious to see whether it will be as well received by the GoldenEye (that's 10) infatuated buying public as it has been by N64 Pro. News reaches us that the sequel is already in the planning stage, so hopefully you lot will give them the resounding thumbs up they deserve to encourage them to press ahead with it, because I certainly wouldn't say no to a second helping ●



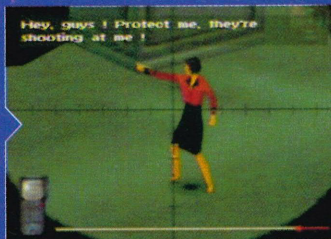
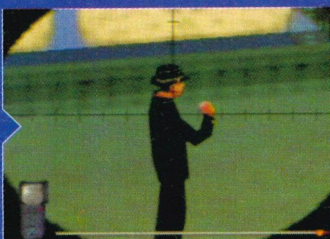
This is the best bit in the game by an absolute mile



The drop off is only the beginning of your mission



from his assailants with a high powered sniper rifle



N64 Score

STAMP OF APPROVAL

IT MAY SOUND a bold claim given the competition, but if you ask me M:I is far and away the best spy-based game I've played in years. There's a real espionage feel to the whole affair and if you're not careful you could find yourself getting so immersed in Ethan's world that you'll start acting a bit shifty in real life. Granted at times the graphics need more spit and polish, but when playing you're so involved that you won't care about them. The levels are well designed, varied and always interesting, the musical score's atmospheric and when they're done well – as they are in certain sections – the graphic's can be breathtaking. If you forced me into a corner, put a gun to my head and said I had to choose between this and GoldenEye, I'd choose M:I's thought-based style every time. Unfortunately, I suspect I'm massively in the minority. **STEVE**

● **ALEX** It was never going to be a GoldenEye beater, but when you consider just how awesome GoldenEye is, Mission Impossible can rightly take its place in N64 Pro's all-time league. Well crafted and genuinely tough to beat

● **MARK** I think Steve's going a bit far in saying this is better than GoldenEye but it's still a good game. The graphics vary between good and bad but the complex gameplay will give you plenty to think about. Great stuff!

● **NOELY** I reckon Steve's been sniffing UHU or something equally brain rotting to suggest that this is a better game than GoldenEye. Okay it's good and challenging, but it's too hit and miss at times. Knock about seven percent off

● **READER REVIEW** Not bad, but I'd still rather play GoldenEye. There are some good ideas in it but they're totally let down by the appalling graphics

Amy Davis-Johnson, Bournemouth

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY

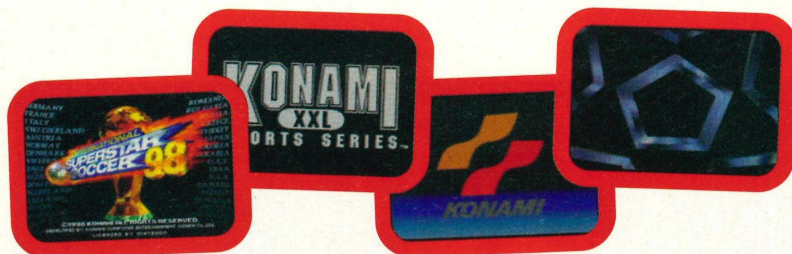


92%

SOFTWARE HOUSE LEAGUE
3 pts
SOFTWARE HOUSE LEAGUE

ISS '98

● The intro sequence is loud, brash and exhilarating – here's an artists impression



Don't read this review. Put the magazine down, go to the

Why are you still reading this? I've just said 'Don't read this review. Put the magazine down, go to the console dealer and buy International Superstar Soccer 98'



The formation screen is the chess-like side of footy



The third ref along is wildly strict – the other two are okay

S PAWNY - Noely when he plays me at this. Lucky – me having the chance to review the British version of a game that I buzzed off last issue. Jammy – Mark with his give the ball away then win it back a nanosecond later tactic. Fortunate – Steve with his cheeky body swerves. Yup, we're the most fortuitous magazine team alive to be able to play

International Superstar Soccer 98 long before you lot can get your gnarled fists on it.

Exciting New Bits

Since last month when I waxed lyrical about the greatness of the Japanese version, I've discovered more about the gameplay and the game's all-new nuances. For example, when you're taking a free kick, you can nominate a different player than the one the other team is expecting in an effort to

Get The Stretcher On! If a player gets seriously injured, a pair of paramedics run on with a stretcher





to give you some idea of what you're missing

console dealer and buy ISS 98



With our amazing triangular force field we can't lose!



Suddenly, all the players went completely camera shy



Everyone froze in disbelief as the ball crossed the line



Brazil's striker prepares to relieve himself on the ad hoardings



deceive the defence. The 'dummy' kicker can either step aside or run over the ball in true complicated training ground style. Similarly, when you've got a throw-in a quick tap of the Z trigger makes the intended thrower place the ball on the touchline for another player to step up and launch the throw.

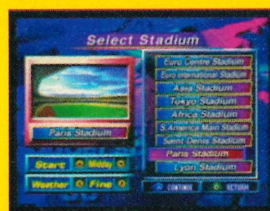
Accurate to the Nth Degree

The incredible attention to detail doesn't end there. When a substitution is made, the fourth

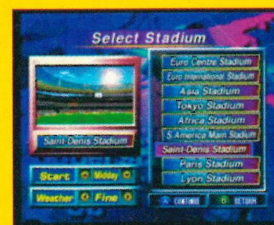
official holds up an electronic board to display the forthcoming change. If the player about to go off happens to be the captain, he pauses to hand over his captain's armband to the new player. As well as amazing attention to detail, ISS 98 has gameplay and playability in abundance. You can pick one of 48 international sides – all tastefully

Lost In France

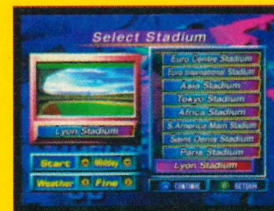
Although International Superstar Soccer 98 doesn't have the official World Cup license, it has retained the three major French stadia to complement the fictitious stadia in which you can also choose to play



Lyon



Paris



St Denis

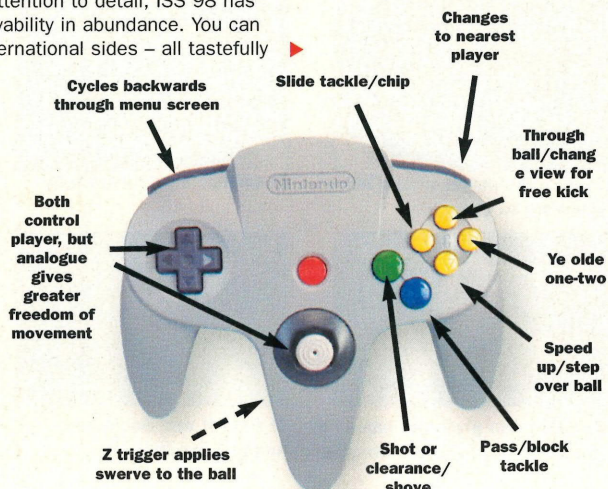


The ref steals himself while the 'keeper has a sly fag



The replay showed that the sub elbowing the fourth official

and remove him from the field of play





Just in case there was any doubt in your mind



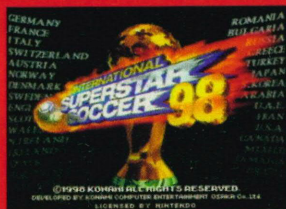
Ever thought how daft the phrase 'He drilled it home' is?

Vive La Difference!



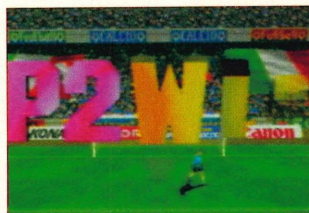
Japanese version

World Cup France 98 (official license)
Real Player Names (although they're in Japanese text)
Japanese text throughout
Mad Japanese commentator
Came out in June



British version

ISS 98
Pretend Player Names
English text throughout
Tony Gubba
Out September 4



The dyslexic PWEI fan struggled to make his point

ressed in the latest (home and away) kits and from that point onward that team is yours to do with as you wish. You can edit the squad, change the captain (which can affect team morale), decide which formation you want and exactly where you want each individual player to play. If you've got a bit of spare time, you can even create your own players from the bulkiest little rankster of Gazza dimensions to a rangy lankster like Steve McManaman. And you haven't started playing yet!

Just like watching Brazil

From kick-off onwards, ISS 98 is total football. Control over your players is absolute. Each outfield member of your side is capable of headers, diving headers, bicycle kicks, volleys, slide tackles, block tackles and everything in between. The goalkeepers are better, stronger and more intelligent than before. Where in ISS 64 your 'keeper could keep

Different Views On Footy

There are several different views from which to play International Superstar Soccer 98.

Here they are -



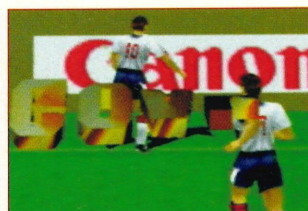
CLOSE-IN: Good for enjoying the graphics, but impractical to play



ELEVATED: Just a bit awkward to be honest



SIDE-ON: Difficult to suss out distances for passing



Sheringham makes sure Canon sell a few more cameras



There's nothing better than rounding the 'keeper

hold of the ball forever and a day, in ISS 98 he'll drop the ball at his feet after six seconds, so it's up to you to get rid of it in time. If a curling cross (using the Z trigger) makes it awkward to catch, your 'keeper claws it away. You can't draw the 'keepers out as easily now, thus slightly reducing the effectiveness of the sneaky 'loop' tactic. On the flipside, if there's a rebound on the cards the 'keeper won't unrealistically leap and clutch the ball from a point-blank follow-up - but he might just get up in time to parry.

Pick Yourself For England

ISS 98 may have daft 'nearly' names for all the players, but at least you can alter them to your own spec and save to a memory pak



1) Pick the player whose name you want to change



2) Choose a nice type face



3) Enter your preferred name - in this case, it's my own surname



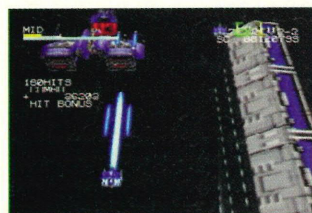
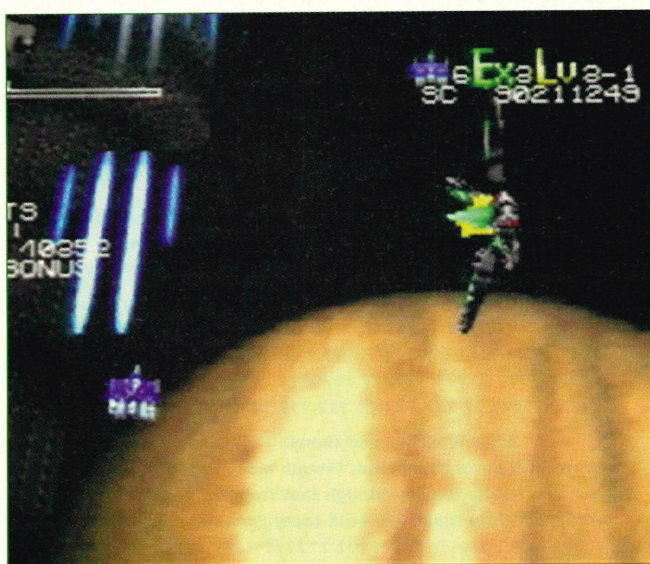
4) Save it and Bob's your Auntie's live in lover



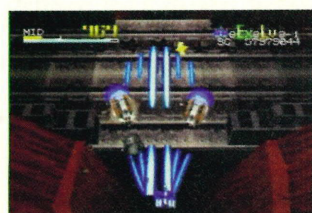
Star Soldier: Vanish

Can a retro 2D shoot'em-up still cut it these days?

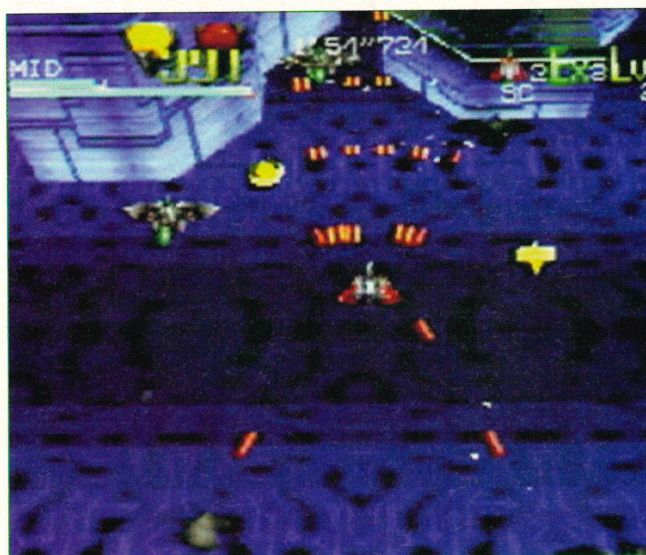
After the disappointing Dezaemon 3D comes a straightforward shoot'em-up from Hudson. But can it take on the mighty Lylat Wars? Let's face it, it'd have to be a pretty amazing shooter to beat Nintendo's intergalactic laser-fest



Most of the action is in space. Well the Earth has vanished!



You can build your weapon up until it's very destructive



Kill the Boss: My laser isn't working so I try a spin attack.



WELL IT'S shoot'em-up season this month with both *Star Soldier* and *Dezaemon 3D* landing on my desk asking to be reviewed. I suppose it's my own fault when I admitted to liking shoot'em-ups. But who can blame me after witnessing *Forsaken* and the amazing *Lylat Wars*. And if *Lylat Wars* is a light that shines very brightly on the N64, *Star Soldier* is little more than a damp squid.

What we have here is a mindless shoot'em-up that could have stepped out of an arcade any time in the last ten years. It's a vertical scroller that saps your spirit with its mind-numbing simplicity and 80's retro gameplay. I must admit that it's a long time since I played a game of this sort. 2D shoot'em-ups died a death with the arrival of the third dimension, and to be honest, after playing games like *Lylat Wars* and *GoldenEye* I haven't really missed them. If you took the entire development of shoot'em-ups and put them in a line you'd have *Space Invaders* (least advanced) on one end and on the other *Lylat Wars* (most advanced). Piddling around in the middle

somewhere (looking a bit embarrassed) would be *Star Soldier*.

It's possible to take an old genre and use the power of a new system to advance it so that you end up with a great game that has the best of all worlds. You only have to play *Yoshi's Story* for two minutes to see how this is done. But *Star Soldier* takes the old genre, beefs up the graphics a bit (but not too much) and prays that enough people remember 2D shooters to take a shine to it.

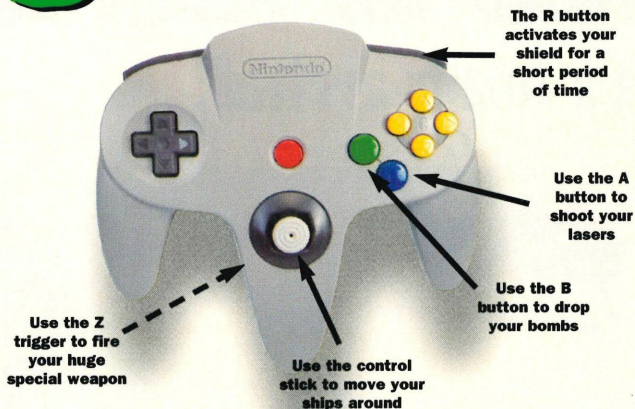
Red Dwarf goes AWOL

It really shouldn't be too difficult to produce a worthy shoot'em-up for the N64. For example, if you combined the playability of one of the classics like *R-Type* (don't worry if you don't remember it) boosted the graphics, placed in a hundred levels and a mind-boggling amount of power-ups, then you'd almost certainly have a game worthy of gracing the N64.

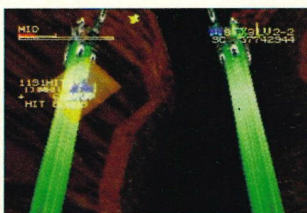
But *Star Soldier* does none of these things. The graphics are neither interesting nor imaginative, and the power-ups too few and far between. Each



ing Earth



My blue lasers are good for taking out these smaller craft



Phlegm firing enemies really know how to spoil your day

But it's the huge special laser that finally takes him out



different ship has its own individual main weapon (which varies in power depending on the amount of times you die) and individual super bomb, but that's it. And in terms of modern shoot'em-ups that's tantamount to criminal negligence

The Least Star Fighter

In terms of gameplay this doesn't even stand up to those ancient blasters let alone our modern day masterpieces. It's bland and boring, you start off with a weapon on full power so you hardly ever die. And if you do it's not long before you're back up to full strength. You get a wealth of lives and plenty of continues, but you won't need them because I completed the entire game on my first go without having to continue once.

I can't think of anything positive to say about Star Soldier. In truth this is a lousy piece of software with absolutely nothing commendable about it. Get Lylat Wars instead ●



With a strong laser you can take out big ships with ease

N64 Score

DULL STUFF I'm afraid. This game is sub-standard in almost every aspect. The graphics are bland and even the pseudo-3D aspects don't really work. The music is terrible and the playability is virtually non-existent. This hasn't improved upon the 2D shoot'em-up genre despite all the potential of the N64. In many ways this is a worse game than similar ones made ten years ago and I can't warn you often enough not to buy it. Star Soldier doesn't even have the potential to be a good 2D shoot'em-up (unlike Dezaemon 3D). Don't buy this on import and if Hudson have the nerve to release an official version you should shun it vigorously and perhaps they'll sort out their act next time. I used to enjoy playing 2D shoot'em-ups, but times have changed (for the better) and Star Soldier doesn't stand a chance against a modern 3D masterpiece. **MARK**

● **ALEX** Complete and utter rubbish. Every bit as bad as Dezaemon and that's saying something. A game this bad should never have been allowed to come out on the N64. Make sure you never, ever end up owning a copy of this

● **STEVE** At first I thought this was Mark's effort at making his own shoot'em-up with Dezaemon, because it looks like it was designed by someone who didn't know what they were doing. This has got to be a wind up!

● **NOELY** No, no, no. I was playing better shoot'em-ups than this on an Atari ST 10 years ago. Why on earth anyone would want to spend money on this supposedly 64bit software is beyond me? Oi, Hudson No!

● **READER REVIEW** Should I buy this or Lylat Wars? Now let me see. One's a state-of-the-art shoot'em-up with fantastic graphics, the other is a pile of steaming crud. You decide! **Lee Whitely, Sheffield**

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



35%



1080° Snowboard

It's 'snow' joke, the PAL cart's finally arrived!

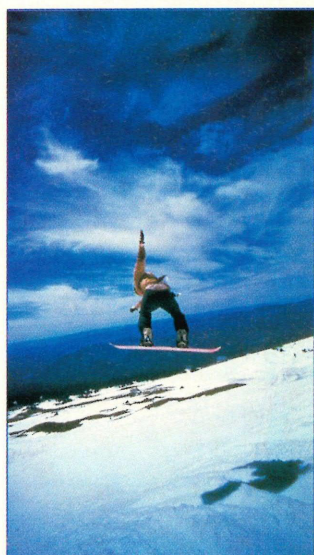
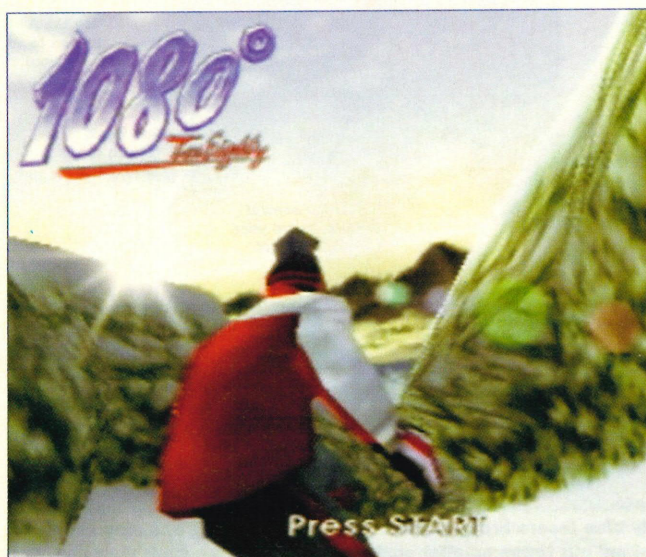
We've pulled out all the stops to get our sweaty little hands on the finished UK cart months ahead of release. And it's no disappointment. So here for your 'enjoyment' is the definitive review



Choosing the right board and rider is the key to success

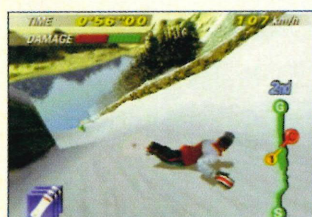


Keep low by pressing the Z trigger to gain speed



Must be, ooh, six months or so now since I reviewed the Japanese 1080° cart and the arrival of the PAL version has turned out to be something of a momentous occasion for me. Rarely does a game stand the test of time as well as this one has in my opinion. I must admit to being worried when I heard of the delay until winter, but having had a bash on the almost identical PAL cart I'm a little more certain that it shouldn't stop this game rocketing to the top of the charts on October 1st.

I say almost identical because it does seem to be running ever so slightly slower than its Japanese counterpart, but thankfully not noticeably enough to ruin the experience. In fact, I shouldn't even have mentioned it, because unless you've played the earlier version to death then you



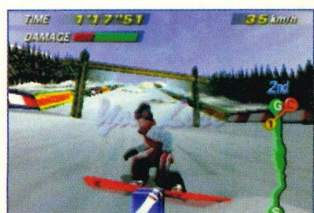
The motion captured animations are incredibly lifelike

probably wouldn't be able to recognise the difference.

The game still looks every bit as good, and plays every bit as well as it did in NTSC form, so a big pat on the back is warranted for the conversion team in my opinion. Who knows, maybe THE Games' decision to hold it back until a more seasonably suitable time (not that we've had much of a summer anyway) will be vindicated?

However, for a market already starved of quality releases it still seems harsh to withhold one of the tastiest morsels back for months while the rest of the world is gorging itself on a feast of snowboarding. We shall see.

Anyway, for anyone who missed the initial review, I'll swiftly recap on the main points. Graphically it's difficult to fault 1080. Okay there's the odd instance of clipping (very rare though), but on the whole everything is beautifully realistic and



Don't forget to get a bit rad when you cross the line

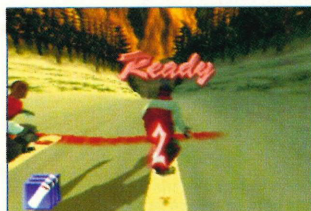
TRAINING

There are two distinct skill styles to 1080. The most important is obviously being able to race well, but once you've mastered that you can start trying to look a bit flash in front of your mates by pulling off a few tricks. And the training mode will teach you how to do just that by making you repeat each trick until you can do it well. Just follow the instructions in the top left of the screen after chucking yourself off the top of each jump and you're sorted...





ding



Push forward on the analogue for the optimum start



Don't be afraid to venture into rougher areas for a short cut

the animation on the racers is nothing short of stunning. In fact it wouldn't be an exaggeration to say at this point that this is probably the N64's most photo realistic moment to date (Banjo's graphics are probably better, but it's hardly realism is it?).

Mr Whippy

The effect of the wind whipping against the racers clothes and the burst of soft snow when you stray into the powder combined with many other neat graphical touches gives this an atmosphere that no other snowboarding title – on any format – has been able to match so far.

Soundwise, again it's one of the N64's finest hours. The wind plays a part once more as you rush along at what seems like terrifying speeds at times and your board scratches across icy surfaces, smashes against rocks, bursts through powder and digs into the harder snow for extra grip when ▶



SLALOM

Slalom is a much more disciplined event that doesn't really play that big a part in the game to be honest, but it's definitely a nice little addition



and it's always good to have something else to try and get to grips with just when you start to think you've mastered everything. It works exactly the



same way as in normal slalom skiing whereby you must charge down the course whilst 'slaloming' in between the poles. It's a much stricter discipline



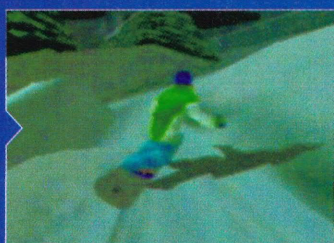
though and therefore won't suit the 'hell for leather' type of racers one little bit.



Kensuke Kimachi is the ideal choice for the novice

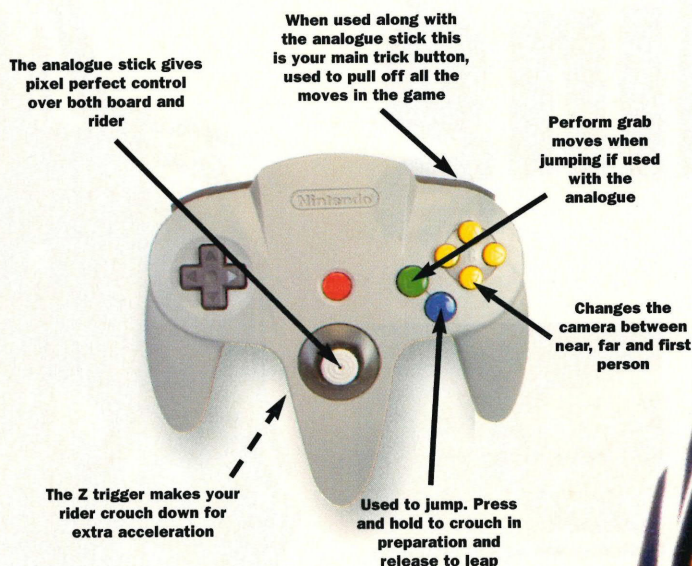


Powering through the powder gives an awesome effect



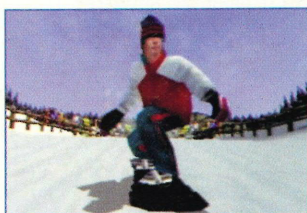
Review

1080° Snowboarding



HALF PIPE

Definitely one for the 'radsters' among you, the half pipe gives you the chance to show off your stunt skills to the absolute max, while gaining the undying admiration of the amassed crowds at the same time. You have to work your way down the pipe twisting, grabbing and spinning all the way in the hope of attaining an ever-greater score. The more tricks you perform well the higher the score and the more impressed your mates will be.



It may look like an intro shot but this is an in-game racer!



Kensuke hits the snow for a soft but chilly landing

turning. I've never actually been snowboarding, but I should imagine that this is as close as you're going to get to the real thing in a simulation for quite some time.

King of the peak

And most importantly it plays well enough to easily rank up alongside the elite likes of Banjo, ISS and Diddy Kong. I've gone into some of the gameplay modes in greater detail in the boxes dotted around this review, but overall there is enough variation to keep you plugging away literally for months.

Even when you've finished all the challenges that the one player mode throws up at you there's still the split screen multi player races, time challenges (we've spent countless hours shaving split seconds off each others' times) and tricks to perform and master.

In all there's so much to do in 1080° that even the harshest of



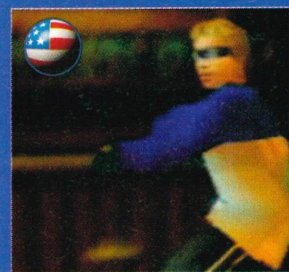
Kensuke Kimachi – Japan

This Japanese 'boarder is probably the easiest to get to grips with. Unfortunately, excellent control comes at the expense of speed over the slopes, and therefore makes Kensuke a less than favourable choice for experienced players. An ideal selection for both novices and 'Sunday 'boarders'



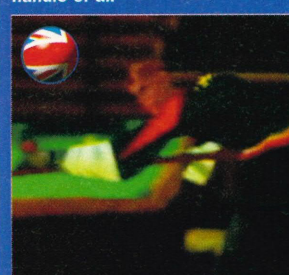
Rob Haywood – USA

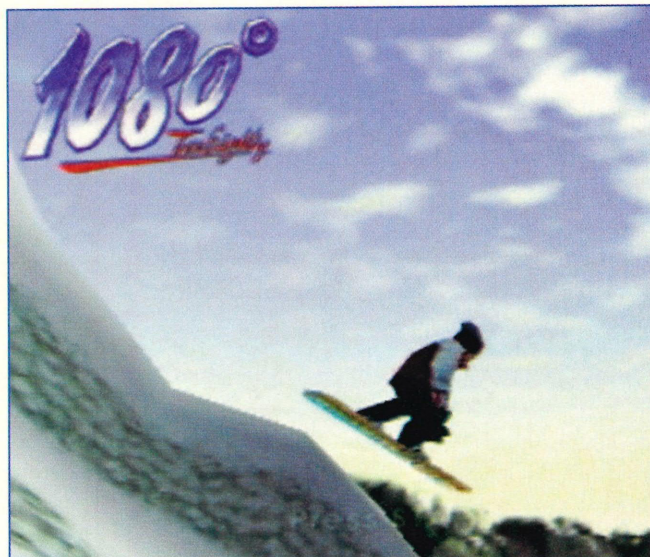
Seems to have become the default rider in our office thanks to an almost perfect blend of speed and technique – at least perfect once you get past the novice stage. A little awkward to get to grips with initially, but in our humble opinion, he's the best all rounder in the game



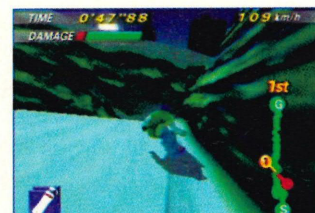
Dion Blaster – Great Britain

The UK's representative is big on speed – largely due to his heavy build – and is a good choice for anyone who feels they've mastered the initially twitchy control method. However, with 1080°'s physics being so spot on the extra weight and speed make him probably the trickiest to handle of all





Ricky Winterborn is the most difficult to control



Running this close to the rocks is not for the faint-hearted

cynics would be hard pushed to criticise its value for money aspect.

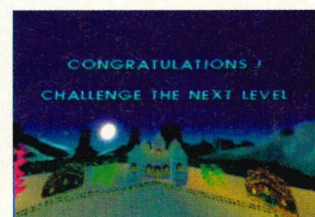
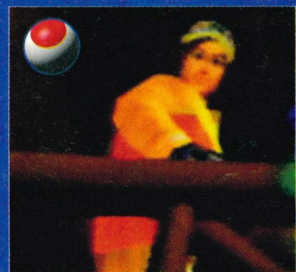
After our initial review one or two of our competitor mags came out and made wild accusations of computer cheating in order to keep the races closer. I was surprised at the time because I'd never noticed it myself, but I'm even more surprised because having absolutely played 1080° to death along with other members of the team (and even completing the game in single player mode) we've still never experienced. Obviously we could be wrong but my ▶

Akari Hayami – Japan

Representing 'the ladies' of 1080, Akari is an average 'boarder and probably the one with the least going for her out of all the contenders. And I'm not being sexist either. Too small to get any real speed she relies heavily on excellent technique to outwit her challengers. Not bad though. For a bird...



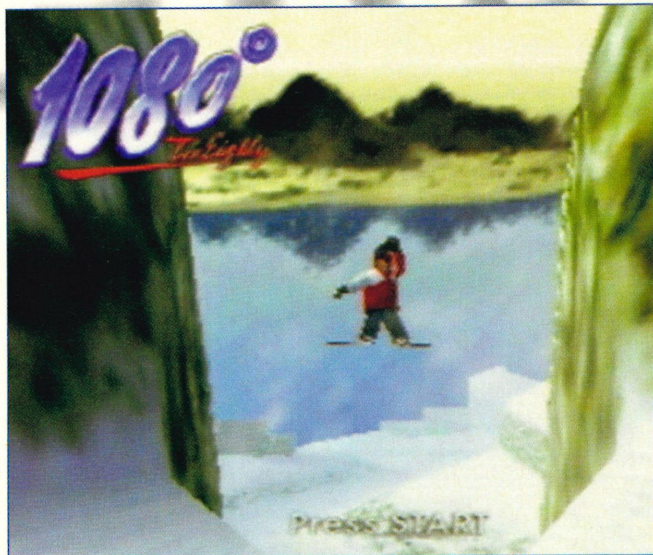
Finish the level and bask in your moment of glory



The long term challenge is there for all to see

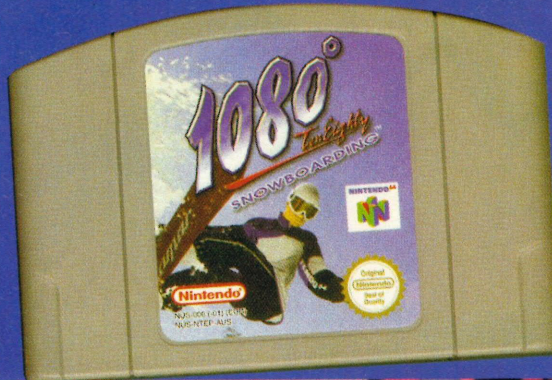
Review

1080° Snowboarding



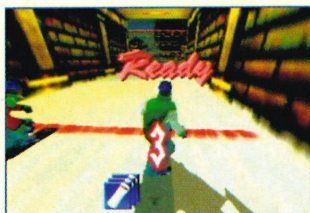
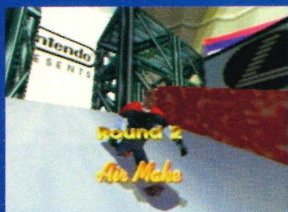
Blandly Enough...

Even though 1080°'s still months away from its UK release, we've managed to get our hands on a finished cart so early that we'll even take Nintendo by surprise. How have we done it? Trade secret I'm afraid, but rest assured everything you see here is taken directly from the version you'll be able to buy from October. Don't believe us? Check out the cart itself! So there.



MAKE AIR

This ludicrous event is all about throwing yourself off the top of a very steep slope with a massive drop at the end (a bit like ski jumping I suppose) and trying to do as many stunts as you can before landing with the grace of a swan on a lake (or more realistically crashing to the ground like a wounded pigeon that struggles with depth perception). You'd have to be mad to even try this in real life if you ask me, but thankfully we don't have to anymore.



Some of the scenery is quite literally breathtaking



Snowboarding across a bridge is a new experience

► money's on the fact that it's an easy way out of the shame of losing a race for people who just can't accept defeat. Either that or I'm just not cynical enough to notice that sort of thing any more. Either way it doesn't come anywhere close to spoiling the game, and don't let anyone else tell you otherwise or you'll be missing out big time

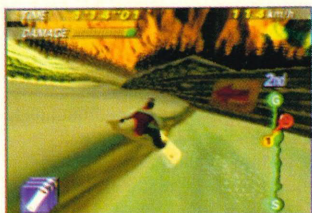
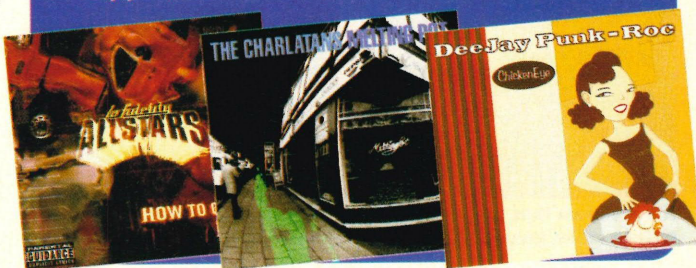
It's easily one of my favourite N64 games, even one of my all time favourites, so obviously it comes highly recommended by me and, for that matter, from the rest of the N64 Pro team. October 1st should be a red letter day in the diary of every N64 owner. ●



Albums thang

One of 1080's coolest features – the option to turn off the in-game music but leave the sound effects on allowing you to select your own musical accompaniment – has thankfully been retained. And as we did when we reviewed the Jap import version, we thought it'd be a nice little insight to let you in on some of the tunes we like to race along too. So here are the updated N64 Pro recommendations of what your stereo should be playing while you're playing on the N64:

- 1 – Lo-Fidelity Allstars – How to Operate with a Blown Mind
- 2 – The Charlatans – Melting Pot
- 3 – DeeJay Punk-Roc – ChickenEye



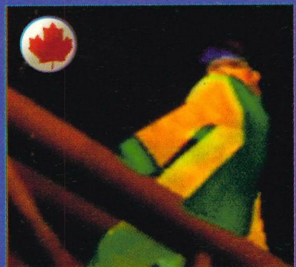
Handily placed arrows point you in the right direction



You'll need to have quick reflexes to jump obstacles

Ricky Winterborn – Canada

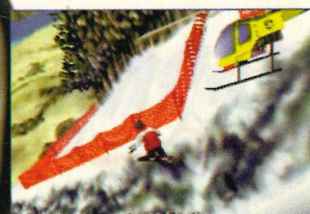
Canada's 'boarder suffers largely because he sits so out of the way in the ski lodge and is therefore technically the last option. It's a shame really because Ricky's a very competent snowboarder indeed. Quite similar to Rob Haywood in many ways, but slightly trickier to control



Dion Blaster is big enough to barge people out of the way



Icy roads make for some of the most thrilling sections



The TV helicopter gets much too close for comfort at times

N64 Score

STAMP OF APPROVAL

To say 1080° Snowboarding is the best game of its type

on the N64 really doesn't do it justice, but then nor does saying it's the best on any of the latest consoles. It's quite simply one of the best non-traditional style racing games I've ever played outside the arcade and, as I said when I reviewed it initially, you'd be unwise to even think twice about whether or not this is a game for you. It is. Should you wait until October 1 for the PAL release or buy the import? It doesn't really make a massive difference to be honest. If you've got a setup that can run imports satisfactorily (including a good converter), then I'd say go for it because there's absolutely no language barrier concerns whatsoever. However, a couple of months extra wait for a game this good will be more than worth it. Trust me, you won't be disappointed. **STEVE**

● **ALEX** Six months on since the game was reviewed on import and I still haven't really got into either version. I like the idea of it, don't get me wrong, but it just doesn't grip me. I just mustn't be 'rad' enough

● **MARK** The graphics are wonderful and the way your boarder responds to the control stick is great. I only wish you had more than one opponent to race against. I'm also annoyed with Nintendo for delaying the UK release. Fools!

● **NOELY** The closest thing you'll get to Snowboarding without actually spending £3,000 on 'trendy' clothes, a 'rad' board and calling everyone 'dude'. The race mode is challenging, the half pipe is cool. All in all top stuff.

● **READER REVIEW** I've waited a long time to play this and it's top! Being a keen snowboarder myself this will help to fill those long summer months no problem!

Mark Dickens, Stratford

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



92%



Dezaemon 3D

Ever fancied making your own shoot'em-ups?

Sick of playing other peoples games? No, me neither! But making my own does sound like good fun

A

LONG TIME ago an interesting game came out on the Commodore 64 (bear with me, I know you all hate these "when I was a

lad" anecdotes) called Shoot'em-up Construction Kit. The idea was that you could use it to design your own (you've guessed it) shoot'em-ups. The game allowed you to create your own ships, enemies and levels and then sorted out where everything moved and how many times you had to shoot things before they blew up.

Ten years later and hey presto, the shoot'em-up construction kit is back. It's now bigger, better and much more complex than before and it's going under the obscure name of Dezaemon 3D. But there's one slight problem. It's Japanese, and that of course means there's tons of Japanese text.

The general premise is the same as before only now things are in pseudo-3D. You design everything in the game to your own specification and barring a few limitations, you can make pretty much construct any shoot'em-up you can imagine.

The design process consists of creating the ships or characters by making and animating 3D models. You must then design background textures and slot them together to make entire levels before determining where on the levels you want the enemy ships to appear and what pattern of movement they should obey. Add some music using the sound maker and you're laughing.

Actually that's a gross over simplification of what



It's a shame that you can't tell how to make games like this



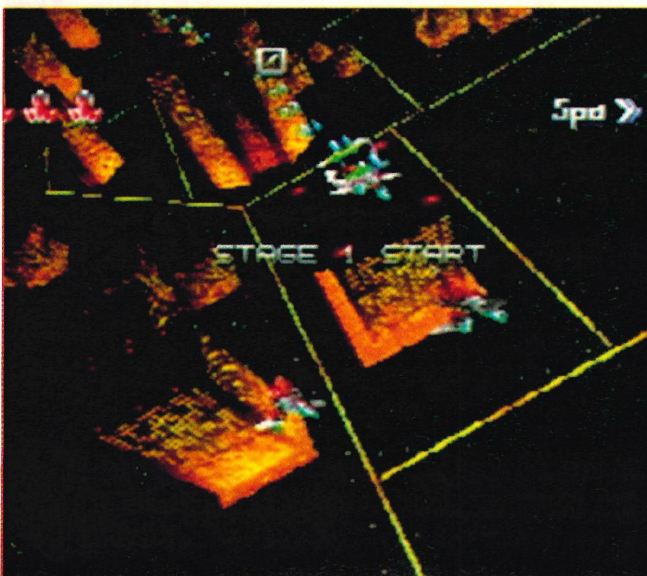
I'd better move out of the way before the huge bullets hit me



Usagi the rabbit lets out a steady stream of bullets



You can fire homing missiles at the enemy as well as bullets



is an incredibly long-winded affair which (if you manage to get your head round it) will suck up a lot of your time before you get anything looking even remotely similar to a shoot'em-up.

The program does look easy to use as it is mainly icon based and at times looks similar to the windows operating system on the PC. There's no complex programming involved and it's all just a point and click affair. If you want to design a level where you fly over water to an island, first you must draw a square of water (or use one of the many designs included).

Next you need to go to the level designer and fill all the squares with water. Then further up the level you can start to include land and mountains.

Techno babble

The main problem you'll encounter whilst trying to construct your shoot'em-up is one of language. Even though all of the menus and options are either in English or are icon driven, the tutorial is unfortunately in Japanese, rendering it (and the program) practically useless. This is a shame

because judging by the number of chapters in the tutorial it's a pretty thorough affair. But it's also an indication of how complex the whole process is and how little success you'll have if you try to work your way through by trial and error.

The game already includes two pre-made shoot'em-ups. One is a straightforward spaceship affair

DIY Destruction



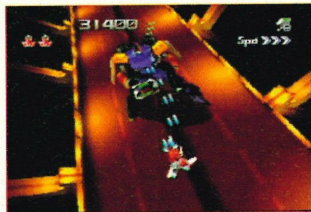
You can design up to five levels in your very own shoot'em-up



Here you can design both your own ship and the enemies



I've picked up a blue shield power-up. It should be useful



You can even make end of level bosses like this one

called Solid Gear whilst the other is a surreal blaster called Usagi (meaning rabbit in Japanese). In Usagi you take control of a rabbit ship and shoot various surreal fluffy enemies in what looks like a flight through a toy store.

Both games are quite impressive and are a good indication of what can be achieved with the program. Don't get me wrong though, neither are anywhere near the quality of Lylat Wars and you're always going to be limited when using a program like this. But as far as home made games go, I'd be quite happy if I managed to make anything like the two shoot'em-ups included here.

I hope they release an English version because I'm looking forward to making my very own shoot'em-ups and I get the feeling that this'll be an interesting little game when I can understand it ●



An underwater stage in Usagi as the rabbit goes for a swim



You can use this section to build levels out of blocks



Take your shoot'em-up for a test drive when you've finished

N64 Score

WARNING! THE Japanese text in this game renders it entirely useless! It's a shame because the idea of fashioning your own shoot'em-ups appeals to me. Making a game looks like a lengthy affair, but the interface looks easy to get around and with English text it should be quite straightforward. The two shoot'em-ups included demonstrate Dezaemon's potential to good effect, but the games you can create here will never be as good as the ones you can buy off the shelf. Because the construction part of the game is incomprehensible, you're left with two pretty lame shoot'em-ups for your money and under these circumstances I must be harsh when marking this title. I think that the English text version will be good (if they ever release it), but don't buy the Japanese version. It'll just send you crazy trying to understand it all. **MARK**

- **ALEX** Two rubbish shoot'em-ups and an indecipherable level designer. Not really what you want to play on the next generation console. Avoid the Japanese version of this at all costs and wait for our review of the UK version
- **STEVE** This is essentially nothing more than two very below par shoot'em-ups. It may have a brilliant design mode, but unless you're fluent in Japanese you've got no chance. Wait with fingers crossed for a conversion
- **NOELY** Even if the construction kit was in English I seriously doubt whether I could be arsed designing my own crappy shoot'em-up. You're hardly going to have the Starfox development team quaking in fear are you?
- **READER REVIEW** Typical! I'm lucky enough to do a reader review and I get an unplayable game. Both shoot'em-ups are terrible and the level designer is useless. Avoid
John Lloyd, Doncaster

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



20%

SOFTWARE HOUSE LEAGUE
-2 pts
SOFTWARE HOUSE LEAGUE



EVER started a Jigsaw Puzzle only to get to the end and find out that you're missing a piece or two? Well, because we know how bad that feels, we've left nothing to chance. As ever our games guru Noely has worked tirelessly (well endlessly at least) in his efforts to bring you this definitive Banjo guide



PART 1 of our guide will help you steer Banjo & Kazooie through the evil Gruntilda's Lair. It's easy to follow and lets you see at a glance just where to find each of those tricky Jiggy pieces. Plus, we'll help you rescue all those Jinjos, and reveal the location of vital 1UPs, Honeycomb Rings and switches. Don't worry though Banjo fans. This is no spoiler. You should merely use this as a guide for when you're well and truly stuck in what is a truly awesome 3D platform adventure

Banjo's Enemies

The enemies in Banjo Kazooie are many and varied. In fact so varied that some of them need to be tackled in different ways. For example, the Eels that hide in the holes in the walls are best tackled with Kazooie's Rat a Tat Rap, while performing a

Beak Buster on the Crabs will reward you with two honeycombs instead of the usual one.

NB. Don't pick up the honeycombs unless you need them. If your health bar is full, leave them where they appear and wait until later when they'll come in very handy.

Meet the Cast



Everything comes to life in Banjo Kazooie. Here's a quick look at some of the major players in the game

Jiggys

We are the Jiggys. There are 10 of us to be found on each world. Nine are hidden throughout the level and a 10th is revealed if and when you find all five Jinjos on a world



Jinjos

We are the Jinjos. There are five of us on each world in five different colours. Finding all of us will reward you with a Jiggy. We'll help you find us by whistling as you approach, so listen out for us.



Notes

We are the Notes. There are 100 of us to be found on each level. Collect us to allow you access to certain doors. Finding all of us can be a tough task, but it'll bring music to your ears if you do.



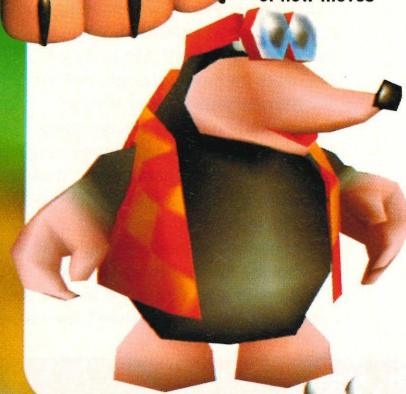
Training Level:

A gentle introduction to the world of Banjo. If you're struggling here you really do need our help, since this is a veritable walk in the park. You'll need to visit Bottles to learn all your basic moves before he'll let you across the rope bridge that

Banjo's buddies and

BOTTLES

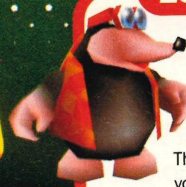
Visit each and every molehill you see to learn loads of new moves



Experts' Guide Part One

Nio Kazooie

Learn the tricks



Camera Controls – Familiarise yourself with the C-Buttons early on. Bottom C zooms out your view. Top C zooms in and allows you to get a Banjo's Eye view of the proceedings. This is extremely useful for finding things you might otherwise miss (ie the goodies on the shelves in Mumbo's Hut). Holding R button causes the camera to follow you. Useful for tricky narrow ledges.

High Jump – Tapping A causes Banjo to jump. Hold A button down to jump higher than usual.

Feathery Flap (Double Jump) – Press A to jump, then A again while in the air and Kazooie will flap his wings allowing you to jump further. Holding the A button lets you glide. **NB.** Use this technique when falling from great heights.

Flip Flap Jump – Hold Z trigger to crouch, then press A to do a somersault (similar to the back flip in Mario 64). This allows you to reach higher places than you would with a normal (or even double) jump.

Climbing – Trees, vines and ladders can be climbed. Jump towards the intended surface and if it's climbable you'll hold on. Now use the stick to climb up or down.

Swim Underwater – Pressing B causes Banjo to dive underwater. To swim underwater Press B to have Kazooie spread her wings and help you swim rapidly. Alternatively press A button and Banjo will kick his feet allowing you to swim more gently.

Claw Swipe – Press B to perform a claw swipe. Not an awesome attack, but useful if you're worried about falling off a ledge with either a Rat a Tat Rap or a Forward Roll.

Forward Roll – Run towards enemies and press B. You'll reel backwards after connecting, so be careful of using it against multiple enemies.

Rat a Tat Rap – Press A to jump, then press the B button while in the air and Kazooie will emerge from your backpack to peck your enemies. Useful for breaking windows on such levels as the Mad Monster Mansion and Rusty Bucket Bay.

Beaky Barge – Hold Z then press B and Banjo will shoulder charge towards an enemy. Useful for breaking down doors, etc.

Spiral Mountain

leads to Gruntilda's Lair. There are also six honeycomb rings to

be found. These are:

- 1 To the left of your house.
- 2 Underwater beneath the bridge
- 3 Break all four boulders
- 4 Destroy all veggies
- 5 Behind the waterfalls
- 6 In a tree above the tower to the left of the bridge.

Got 'em all? Okay, it's time to enter Gruntilda's Lair for the real fun



baddies

MUMBO

One of the coolest characters in the game. Mumbo helps you by changing you into all manner of weird creatures



TOOTY

Banjo's, cute and sweet little sister. Not his chick as our Art Ed. crudely suggested. It's your job to rescue her from Gruntilda's clutches



GRUNTILDA

Ugly hag she may be, but try telling that to the vain Gruntilda



Honeycombs



We are the Honeycomb Rings. For every six of us you collect Banjo will permanently gain an extra section to his health bar.

Eggs



We are the eggs. Kazooie can fire us out front from his beak at advancing enemies (which is extremely effective), or he can fire us from his behind which is unpleasant for us and painful for Kazooie.

1UP's



I am the 1UP trophy. Find me and I'll reward Banjo with an extra life.

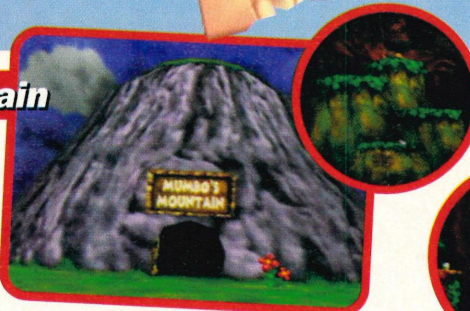
Witch Switches



There are Witch Switches on most worlds. Pressing these activates something in Gruntilda's Lair and usually reveal a Jiggy piece. We'll let you know just where to find each and every one of those Gruntilda Witch Switches.

Level One: Mumbo's Mountain

To enter, jump up the platforms to the left of Gruntilda's painting to find your first Jiggy piece. Use this in the picture outside Mumbo Mountain and you're free to enter. Now the fun starts. You'll meet Mumbo for the first time on this level. Also be sure to check with Bottles to learn three new moves.



Jiggy 1

Approach Conga who'll pelt you with Oranges. Trick him into activating the three switches by standing on them and moving just as he throws.

Jiggy 5

By now you should have the Talon Trot. Trot up this hill to claim the fifth Jiggy.

Green Jinjo

Use the Beak Buster to uncover him from inside one of the huts near Mumbo's hut.

Pink Jinjo

At the bottom of this slope, just to the right of the entrance to the level.

Jiggy 7

Fire eggs into the mouths of the faces on this Totem Pole (NB. Claim the HoneyComb Ring atop the pole).

Jiggy 8

He's inside the eye of Mumbo's hut.

Jiggy 6

Smash all the Stone huts with the Beak Buster to claim a 6th piece and various other goodies (inc Green Jinjo and a 1UP).

Blue Jinjo

On this little island in the water.

Molehill

Visit Bottles here to learn the devastating Beak Buster.

Bear Essentials

- Ignore the charging Bull. Though he can be stunned with eggs you can't kill him, so don't waste your time trying.

Learn the tricks

There are three new tricks you'll need to learn on this level Banjo, so be sure to visit my molehills.

Jiggy 10

As ever you'll need to find all five Jinjos on this world in order to claim the 10th Jiggy (see Jinjos section for their locations).

- Don't waste the honeycombs that appear when you defeat enemies. They'll remain where they appear, so save them until you really need them.

Egg Firing – Take out enemies with these blue eggs.



Jiggy 2

Grab an orange from beneath Conga's tree and carry it to this little chimp. He'll give you Jiggy 2.



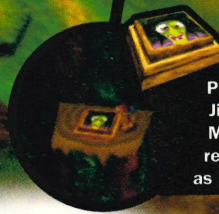
Jiggy 3

Jump up the stump. Speak to Bottles then fire a few eggs at Conga and he'll surrender the third Jiggy.



Molehill

Visit Bottles here to learn the egg firing technique.



Witch Switch

Press this to reveal a Jiggy atop Mumbo Mountain that's reachable only as a termite.



Yellow Jinjo

Halfway up this slope below the Stonehenge pillars.



Molehill

Visit Bottles here ASAP to learn the Talon Trot. It'll help you lots on this level.



Orange Jinjo

On top of these Stonehenge pillars (near Jiggy 4).



Jiggy 4

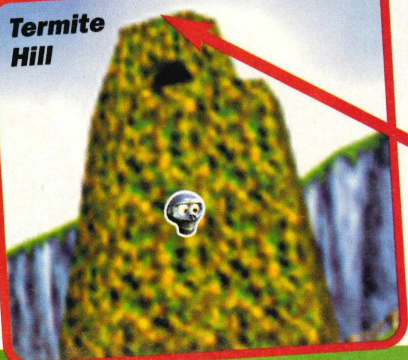
Sits in the middle of this large 'Stonehenge-like' structure.

Talon Trot – Lets you run up steep, slippery surfaces.



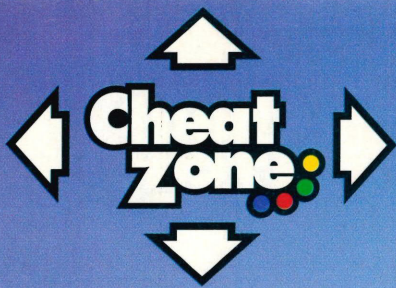
Beak Buster – This kamikaze move is very effective.

Termite Hill



Jiggy 9

Climb to the very top of the Termite Hill. NB. You'll need to visit Mumbo with 5 Mumbo tokens before he'll change you into a termite.



Banjo-Kazooie

Level Two: Treasure Trove Cove

From Grunty's painting use the Talon Trot to run up the steep slope to your left. You need two Jiggys and 50 notes to open this new door. Find the purple cauldron (and the Mumbo token behind) then head up the narrow green slope near the witch design in the centre of the room. Insert two Jiggy pieces into the picture of Treasure Trove Cove. Now head back to the Pipe area and take the exit with the glowing red eyes. This leads to a huge chest. Flip Flap jump inside to enter Treasure Trove Cove.



Jiggy 9

Fly up to the lighthouse. Smash the door and head inside grabbing the Mumbo token on your way. Jiggy 9 is at the very top of the lighthouse.



Yellow Jinjo

Just below the lighthouse on an outcropping of rock.



Orange Jinjo

Just above the tide pools is a small narrow ledge. At the very end is another Jinjo.



Jiggy 8

Fly to the high platform that is marked with an X and Beak Bust it to begin a Treasure Hunt. Now follow the arrows to find a succession of Xs. Smash each in turn and follow the arrows until one turns into a question mark. Now look to a small island below and Beak Bust the X on this island to reveal a chest. Beak Attack the chest to reveal Jiggy 8.



Jiggy 5

Inside this Tide Pool.



Jiggy 7

Above the submerged sandcastle (which is booby trapped with a mine) is a small ledge occupied by Leaky the Bucket. Fire a few eggs into his hole (Ooer missus) to repair him and he'll reward you by emptying the water from around the sandcastle (destroying the mine in the process). Enter the sandcastle and stomp the letters that spell out BANJO KAZOOIE and you'll be rewarded with a 7th Jiggy. You'll need to return here later in the game to access some of the game's cheat codes.



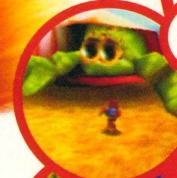
Jiggy 6

Beneath the Tide Pools find a small staircase of platforms and jump across a succession of gaps to reach the 6th Jiggy.



Jiggy 1

Find Nippers the giant Hermit Crab. He'll snip at you four times, twice with either claw. In between each four snips jump at him and use the Rat a Tat Rap to stab him in his eyes. Cruel admittedly but necessary before you can enter his empty shell and grab Jiggy 1.



Experts Guide

Cheat Zone

Bear Essentials

- The best way to get around Treasure Trove Cove quickly and painlessly is to fly. To do this you'll need to make sure you collect enough red feathers. There are loads to be found at the top of the palm trees.
- Beak Buster the crabs to reveal two honeycombs instead of the usual one.
- Flip Flap jump inside the savage treasure chests on this level to find various goodies.
- Watch out for the Clams who'll rob you of valuable stuff. Fire eggs at them or else use a Rat a Tat Rap.



Witch Switch

Stomp this switch and the cannon outside Treasure Trove Cove will fire a Jiggy out into Gruntilda's Lair.

Jiggy 4

Fly to this small alcove under the arch of the rock. Flip flap jump inside the chest to find another Jiggy piece.

Jiggy 3

Jiggy 3 is atop this platform near the Beaky Shock Pads. The easiest way to reach it though is to fly to it from the flying pad at the top of Blubber's ship.

Pink Jinjo

Across the columns with the Shock Pads.

Green Jinjo

At the top of the mast of the Salty Hippo.

Jiggy 2

Find Blubber the Hippo on his wrecked ship. He'll ask you to find his treasure for him. Smash the hatch on deck with the Beak Buster then dive below to claim half of the gold. To reach the other half you'll need to return to the deck jump into the water and find the window on the side of the ship. Enter here and you'll find the second half of the gold. Return all the Gold to Blubber and he'll give you a Jiggy.

Blue Jinjo

Beneath the Pier at the very start. Dive beneath the water, grab it, then hurry out to avoid Jaws.

Jiggy 10

Collect all five Jinjos.

Learn the tricks

Visit both of my molehills on Treasure Trove Cove to learn the two new moves for this level.

Shock Jump

Use the green Shock Pads to perform Kazooie's Shock Jump.

Flying

Find my molehill on the Salty Hippo and you'll be able to fly from one of these Flight Pads. Make sure you've enough red feathers, or else you're likely to come back to earth with a bump.

Banjo-Kazooie



Level Three: Clanker's Cavern

You'll need 50 notes and five Jiggy pieces to open up Clanker's Cavern. The Jigsaw picture is to the left of the Gruntilda picture on the floor. Use the Shock Pad to reach it.

To enter, jump up the large waterpipe near the Red Eyes entrance to Treasure Trove Cove. Double jump up into the top pipe to enter another large room. Beak Buster the blue switch to raise the pipes. Jump across the newly raised pipes to enter Clanker's Cavern.



Jiggy 3

Climb Clanker's tail fin. Then jump across and do a Rat a Tat Rap on this grate to uncover Jiggy 3.



Yellow

Climb the ladder at the start and head right across pipes.



Jiggy 4

Swim into the green tunnel beneath Clanker's tail fin to arrive at a room containing Green Crabs. Kill all of them to earn Jiggy 4.



Pink

Swim through one of Clankers gills and swim downwards to find this Jinjo.



Jiggy 5

Enter Clanker through his gills and take part in the ring challenge. Swim through all green rings in 48 seconds to earn a Jiggy piece.



Jiggy 9

Stand on top of the screw in Clanker's blow-hole. You'll be catapulted up to a narrow pipe leading to Jiggy 9.



Jiggy 2

Follow the chain that anchors Clanker to the floor and swim through this key three times to raise Clanker and give him fresh air. (NB. If you're running low on air inhale a few of Gloop's bubbles to stop you from drowning).



Jiggy 10

Collect all five Jinjos

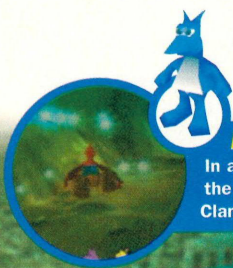
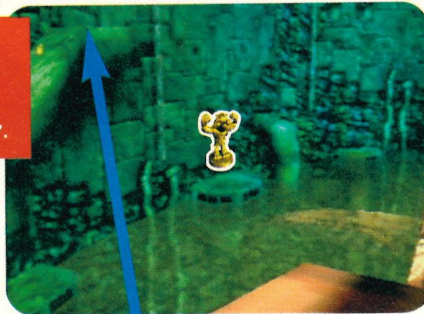
Bear Essentials

- Once again there are crabs on this level. Beak Buster them to reveal two honeycombs instead of one.
- Watch out for the monstrous eels in the holes in the wall. Stop close to the holes then use a Rat a Tat Rap to get them as they pounce.
- Tackle all the pipes in a methodical manner (ie check each one in a clockwise direction) to ensure Banjo doesn't miss any valuable items.
- Get used to the swimming controls, especially the tight turn using the R button.



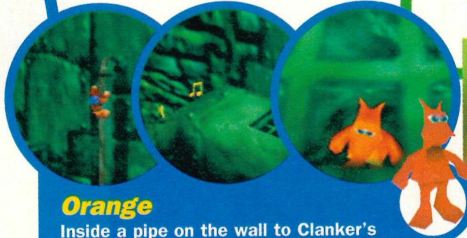
Jiggy 7

Drop through Clankers blowhole and use the Wonderwings to navigate the blades to reach Jiggy 7.



Blue

In a tunnel to the right of Clanker.



Orange

Inside a pipe on the wall to Clanker's left. Use the Shock pad. Jump left, climb up the pipe, then Beak Buster the grate to find this well hidden Jinjo.



Witch Switch

Drop through the blow-hole. Press the switch to push up the eyes on the Grunty painting on the floor.



Jiggy 1

Behind a grate beneath the water to the right of Clanker.



Jiggy 6

Find the Flight Pad inside Clanker. Fly into the opening opposite to reach a room with rotating blades. Navigate them to earn Jiggy 6.



Jiggy 8

Shoot eggs at Clanker's bad teeth (one on either side) then enter the gap on the right to claim Jiggy 8.



Green

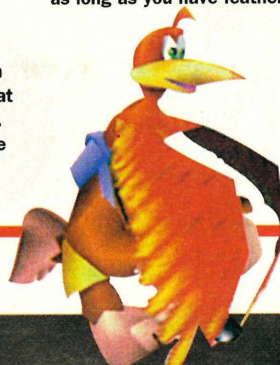
At the very bottom of Clanker's cave near the Key.

Learn the tricks

WONDERWING

Press Z and Right C, providing you have Gold Feathers, turns you invulnerable for as long as you have feathers.

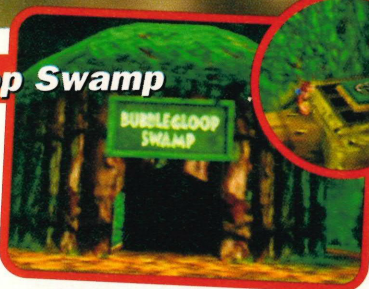
Just one trick on this level Banjo, but it's an extremely cool one that turns you invulnerable. Visit my molehill inside Clankers blowhole (nr Jiggy 6) to learn it.





Level Four: Bubblegloop Swamp

You'll need 180 notes and seven Jiggy pieces before you can enter Bubblegloop Swamp. Visit Bottles right near the start to learn the Stilt Stride which is a big help. Also when attempting to collect all Jinjos and Notes, visit Mumbo and change into the Croc. Since he takes no damage from the swamp he's better at collecting all but the hardest to reach goodies.



Jiggy 4

Jump from the Shock Pad up to this group of huts. Beak Buster each of the huts in turn to uncover Jiggy 4.

Pink

Underneath one of the ledges at the bottom of the group of huts.

Blue

On top of one of the poles near Mumbo's Hut.

Jiggy 9

Follow the walkway behind the Croc Statue up to a swampy maze. Navigate the maze and you'll come to this switch. Beak Buster this switch then quickly run across the narrow ledge to reach Jiggy 9.

Jiggy 8

Enter the Croc's nostril (eugh!) and you'll find Mr Vile. He'll challenge you to a game of Yumbly Chomp. Beat him three times to earn a Jiggy.

Jiggy 7

Fire an egg into this gold statue. Then repeat with each of the hungry crocs that appear to earn a 7th Jiggy.

Jiggy 3

Defeat all these Flibbits (use the Wonderwing if you have gold feathers) to earn a third Jiggy.

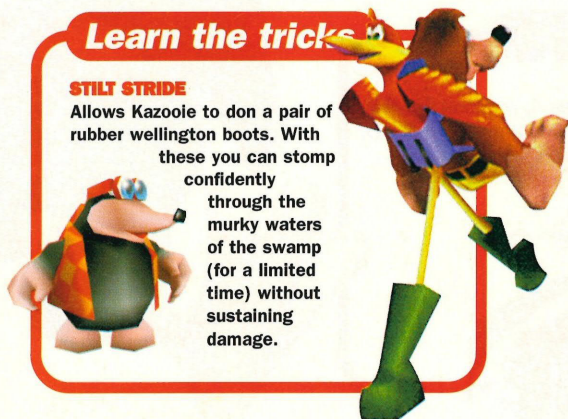
Jiggy 1

Beak Buster this Jigsaw Switch. You'll then have 45 secs to Talon Trot up the narrow spiralling walkway and reach the first Jiggy.

Learn the tricks

STILT STRIDE

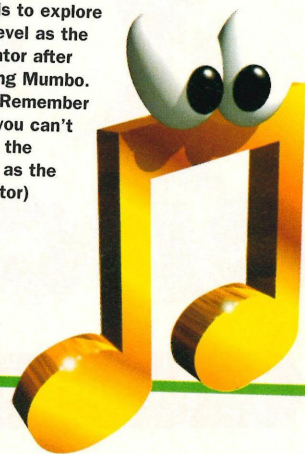
Allows Kazooie to don a pair of rubber wellington boots. With these you can stomp confidently through the murky waters of the swamp (for a limited time) without sustaining damage.



Bear Essentials

● Visit Bottles right near the entrance to learn the Stilt Stride. This is essential for fully exploring the level.

● Even better for grabbing the final notes and all the Jinjos etc. is to explore the level as the Alligator after visiting Mumbo. (NB. Remember that you can't climb the poles as the Alligator)



Jiggy 10
Uncover all those Jinjos.



Jiggy 6

Enter Tanktup's newly opened mouth to play a game of 'Simon' with turtles. Beak Buster the turtles in the correct sequence to earn another Jiggy.



Yellow

To the left of the first bridge you come to near the entrance.



Orange

Behind Tanktup.



Green

On the narrow spiralling walkway that you navigate for Jiggy 1.



Jiggy 2

Jump from the Shock Pad onto the top of this egg. Beak Buster the X, then continue cracking the egg on each of the Xs until such time as you reach Jiggy 2.

Witch Switch

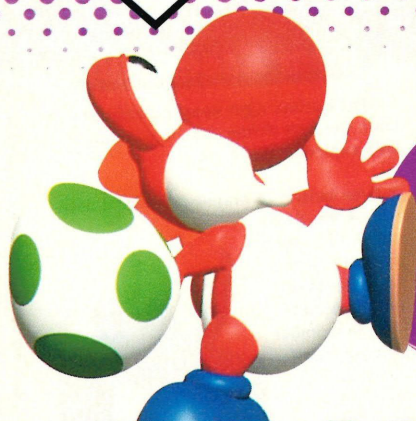
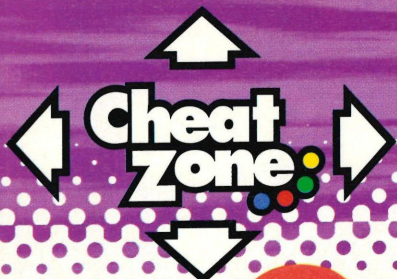
Press this button (located beneath one of the huts) to open the witch's hat in Gruntilda's Lair.



Jiggy 5

Visit Tanktup the turtle. Beak Buster each of his feet (ignoring his screams) and he'll reward you with a Jiggy.

Next Month
PART 2
OF OUR UNBEARABLY
BRILLIANT BANJO
GUIDE



WIN
£20 if we use
your cheats!

the Cheats encyclopaedia

ALL the best cheats for ALL the best games **UPDATED EVERY MONTH**

Welcome to the
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classics. **No other**

**magazine devotes as
much time and effort as
we do to finding the best
cheats.** And if

you know any
new cheats,
then send them
in and you could
get £20 – **Mark**



New cheats this month...

Banjo-Kazooie

GoldenEye

Mortal Kombat 4

Bio Freaks

F-Zero X

World Cup '98

1080° Snowboarding

This Snowboarding game is as cool as the stuff it's based on, and we've found some hidden characters for you to play with.

Crystal boarder

Clear the expert mode and head for the character selection screen. Select Akiri and press C-left and then A.

Metal boarder

Beat the expert mode with the crystal boarder and go to the character selection screen. Highlight Kensuke and press C-up and then A.



He may look cool with his suave clothing and snazzy sunglasses. But he's nowhere near as smart as our cheats

Panda boarder

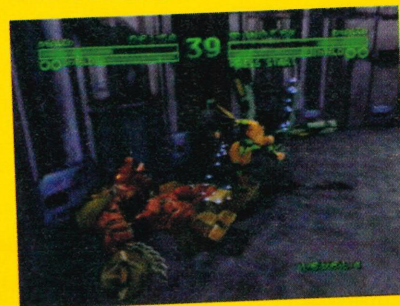
Win all time attack and trick attack modes with first place ranking (no sweat). Now on the character selection screen highlight Rob and press C-right and then A.

Spin Tricks

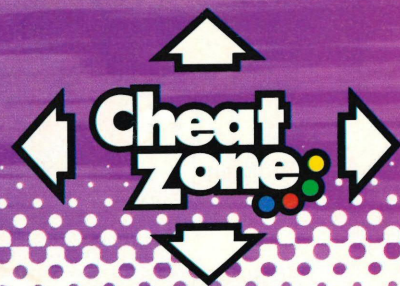
All these tricks take place in the air so jump using A or fly off a ledge before performing any of these tricks.

'Around' means a counter-clockwise circle starting with the control stick

Bio Freaks



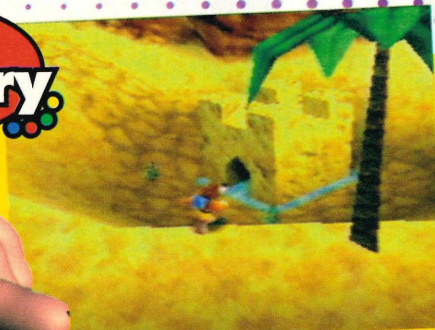
A gory beat'em-up that becomes even more fun with our stunning new cheats.



New entry

Banjo-Kazooie

These are the big cheats for this month. And we're not going to disappoint you. If you've got this corker of a platformer then you'll be pleased to know that there are tons of hidden cheats. And we'll show you how to get them all. Thanks go out to **ANDY COYNE VIA E-MAIL** who was first off the mark (for the second time!) in sending in these cheats.

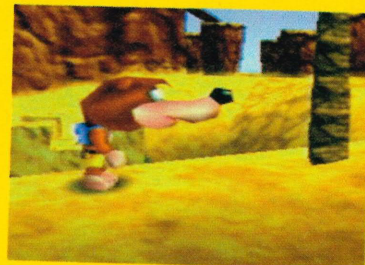


Treasure Trove Code ▲

All of the cheats involve typing codes on the lettered floor in the sandcastle on the Treasure Trove Cove level. First you have to fix the bucket of water by filling him up with eggs (use the **Z** and **C-down** buttons). Then you'll be able to stomp on the letters by pressing **A** and the **Z**. Before the codes will work though you have to earn them in the game by playing Bottle's jigsaw challenge. Tchh, it's never easy with Rare is it?

Big Head Banjo ▼

Go into Banjo's home (right at the start) and use the **C-up** button to look at the picture of Bottles above the fireplace. You should enter Bottle's jigsaw game. Each time you complete a jigsaw you'll get another code of bottles. The first is **BOTTLESBONUSONE**, type it in on the floor of the sandcastle in Treasure Trove Cove to play with a big noggin.



More Banjo-Kazooie cheats this way ➡

pressed in the up position.

- 180° **R+Control-left**
- 360° **R+around**
- 540° **R+around+Control-left**
- 720° **R+around+R+around+B**
- 900° **R+around+R+around+B+R+Control-left+Z**
- 1080° **R+around+R+around+B+R+around+B+Z**

All Star Baseball '99

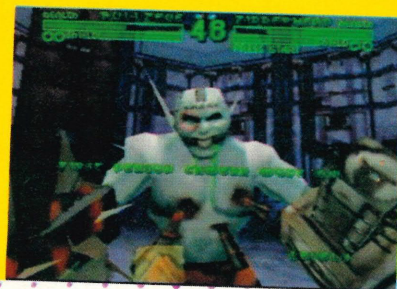
A couple of cheats for this for this stunningly realistic baseball game. We've got two and they make the players look decidedly silly. Go to the 'cheat codes' option and type in:

PRPPAPLYR
Paper Players (Parrapa the Rappa?)

GOTHELIUM

New entry

Taunt
To taunt your opponent press **LP** and **RK** at the same time.



Big Heads, Bats and Feet

Cheat Against the Computer

This one's sneaky. Wait until you're batting then hit the ball anywhere you like. Quickly pause the game and switch your controller to the other team. Now you can control the fielding and make it as bad possible. Wait until your player has run around then change back. Dirty tactic that one!

Bio Freaks

We've got plenty of cheats and tips for this carnage-infested beat'em-up. Let the bloodsports begin!

Key Guide:
LP: Left Punch (**C-left**)
RP: Right Punch (**C-up**)
LK: Left Kick (**C-down**)
RK: Right Kick (**C-right**)
AW: Press away from your opponent

First Person View

To change the view to first person press and hold **D-left** and press the start button during a fight. To switch back press and hold **D-down** and the **Start** button.

Creation Date

Fancy knowing when your copy over Bio Freaks was created? Then quickly press the **C-left** button as soon as you turn your N64 on. You may have to tap it a few times to get it work and you'll hear the sound of someone laughing if you've done it correctly.

TW: Press toward you opponent

Fatalities (one hit kills!)

Minatek's Headspit: **TW, AW, LP + LK** (up close)
Zipperhead's Buzzcut: **TW, AW, AW +RK** (up close when opponent's arms are shot off)
SSapo's Headeavour: **TW, AW, AW +RP + RK** (up close)
Psychown's Cut in half: **TW, AW, AW + LP + LK** (up close)
Sabotage's Decapiblast: **TW, AW, AW + RP** (1 to 3 steps away once opponent's arms are gone)
BullzEye's Backhandecap: **TW, AW, AW + RP** (up close)
Delta's TorsoShears: **TW, AW, AW +LK** (up close)
Purge's Mutilator: **AW, TW, TW + RP +RK**

Bust-A-Move 2

This wicked little puzzler has taken our office by storm. The puzzle adventure mode is great. And guess what, we've found another secret world for you to play with.

Another World Puzzle Game

Go to the title screen and press **L, D-up, R, D-down** and a little green dude will appear at the bottom right of the screen. Now go to the puzzle mode and you'll see 'another world' written at the bottom of the screen.

Character Select

Select the puzzle mode and go to the screen where you choose your route through the game. Now press **D-left, D-left, D-up, D-down, L, R, L, R** and then **L + R** at the same time.

You should now be able to select from different coloured dinosaurs or various different bosses.

Diddy Kong Racing

We've got every cheat known to exist for this fantastic little racing game. Just go to the options screen and select the 'magic codes' section. Then enter one of these tasty codes:

Code: Result

ARNOLD: Big characters
BLABBERMOUTH: Characters shout instead using their horn
BODYARMOUR: All balloons are shields
BOGUSBANANAS: Bananas reduce speed
BOMBSAWAY: Every balloon is red
BYEBYEBALLOONS: Removes all balloons from the track
DOUBLEVISION: Two players can select the same character
FREEFORALL: One balloon counts for three
FREEFRUIT: Start with 10 bananas
JOINTVENTURE: Two players in adventure mode
JUKEBOX: Audio options screen
NOYELLOWSTUFF: Yes, we have no bananas
OFFROAD: Don't lose speed when going off-road
OPPOSITESATTRACT: All balloons become magnets
ROCKETFUEL: Every balloon is a turbo
TEENYWEENIES: Tiny characters
TIMETOLOSE: Super intelligent computer characters
TOXICOFFENDER: All balloons are toxic drops
VITAMINS: Speed keeps on increasing over 10 bananas
WHODIDTHIS: Look at the credits
ZAPTHEZIPPERS: Removes all the zippers

Play as Drumstick

Collect all the amulet pieces for both amulets and get first place on all the

the Cheats

Banjo-Kazooie

Big Hands and Big Feet ▶

After getting the first cheat go back and play the second Bottles jigsaw game. This time you'll be given a cheat called **BOTTLESBONUS TWO**. Type it in at Treasure Trove Cove for great big flapping hands.

Big Head and Wings Kazooie ▶

Go and play the third Bottles jigsaw game and he'll give you the code: **BOTTLESBONUS THREE**. Type it in at Treasure Trove Cove to have a big bird on yer back.

New entry

Tall Skinny Banjo ▶

Beat the fourth puzzle game and Bottles will give you the code: **BOTTLESBONUS FOUR**. Type it out at Treasure Trove Cove to get a lanky Banjo.

trophy races. Then go to the central area and look for a frog with a red feather hat. Run over him and you'll be able to race the fastest turkey ever seen in a game.

Play as TT

Go to the time trial mode and get a fast time then start the race again. TT will appear as well as your course ghost. You have to beat TT on all of the courses to be able to select him. It's not easy, but if you are having real difficulty try racing a different vehicle as one is usually easier than the others.

Duke Nukem 64

Killing alien scum is easier than ever with this great set of cheats for the UK version of Duke Nukem

The cheat menu

On the main menu press **D-left, D-down, L, L, D-up, D-right, D-left, D-up**

Invincibility

Go to the cheat menu and press **R, C-right, R, L, R, R, D-left**

Toggle monsters on or off

Go to the cheat menu and press **L, C-up, D-left, L, C-down, D-right, D-left, D-right**

All weapons

Go to the cheat menu and press **R, C-right, D-down, L, C-up, D-left, C-right, D-left**

Just set your fuel level at **10%** and you'll never run out of juice. And, because your car is lighter than everybody else's you'll win the race.

Where's that Damn Button?



Forsaken 64

Fed up with working through this great game? Then pick any level with our stunning cheats.

Level Select

Want to skip most of the game and head towards the end levels. Then go to the screen where it says "press start" and tap in: **A, R, Z, D-up, D-up, C-up, C-down, C-down**. Now choose where you want to go

Skip Boring Stuff

Fed up with sitting through advertisements whenever you start this game? Then hit **reset** as soon as

the opening screen starts. When the N64 reboots you'll be able to skip them with the **'Start'** button.

Gore Mode

To play the game in Gore mode go to the start screen and press **Z, D-down, C-up, C-left, C-left, C-left, C-left, C-down**. Blood aplenty should now flow.

Psychedelic Mode

To make the game look like a bad attack of the sixties, go to the 'press start' screen and press: **A, R, D-left, D-right, D-down, C-up, C-left, C-down**. Er, trippy, or something!

FIFA '98: Road to the World Cup

FIFA's storming comeback! This great footy game can be made even better with our brilliant cheats.

Go to customise squad and choose the player edit menu. Select one of the following teams and enter the code as any player's name. The player should jump in the air to let you know that the cheat has worked.

Cheat

Ghost players
Unlock round 1
Unlock round 2
Tiny players
Chipmunk voices
Underground
Invisible walls
Silly moves
Crazy ball
Dive is a foul
Hot potato Rep.
Alternate hot potato
No stadium
Invisible players
Fullscreen stadium
Rainbow radar
Invisible ball
Australia camera
Alternate Australia
Pencil and paper

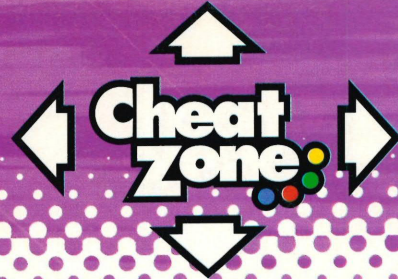
Team

Slovakia
Vancouver
Japan
Vancouver
Tottenham
Iraq
Wales
England
Canada
Los Angeles
Ireland
Malaysia
Any team
Sheffield Wed.
Vancouver
South Korea
Vancouver
Vancouver
Australia
Canada

Code

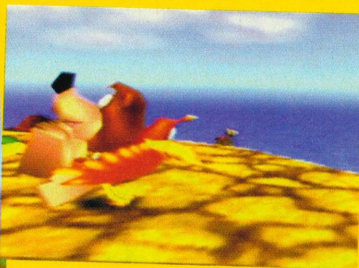
LASKO
ANATOLI
YUJI
KERRY
DESMOND
OMAR
WARREN
JASON
KIERAN
OSCAR
SPUD
CHRIS
CATCH22
WAYNE
MARGE
ORILEY
JAYE
TED
NWODEDISPU
MARC

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Big Hands, Big Feet and Skinny Banjo

Keep going through the puzzle games until you complete the fifth one and Bottles will give you the code: **BOTTLESBONUSFIVE**. Spell this code out at Treasure Trove Cove to get a very odd looking Banjo indeed.



Giant Banjo-Kazooie

Complete the sixth Bottles jigsaw and he'll give you the final (or so he claims) cheat called **BIGBOTTLESBONUS**. Enter this cheat at the Treasure Trove Cove to get a massive Banjo and Kazooie.



Cancel All Codes

To turn any of the codes off you have to go back to the Sandcastle at Treasure Trove Cove and Spell out: **NOBONUS**. This will turn you back to normal. Well as normal as Banjo and Kazooie can get.

Washing Machine Banjo-Kazooie

Yes, I also thought I was being wound up when I first heard about this one. But it's true I tell ya! Bottles is lying when he says you've found all the codes. Go back and complete the seventh Jigsaw game and you'll get this code: **WISHYWASHYBANJO**. Enter it on the floor of the sandcastle on Treasure Trove Cove and you can play the game as a spin-dry washing machine. It's a weird experience!



More Banjo-Kazooie cheats this way!

Infinite Nitros

To get infinite nitros go to the 'press start' screen and press: **B, B, R, D-up, D-left, D-down, C-up, C-left**. Now you can blast around the game.

Wireframe Mode

Fed up of those lovely textures? Then go to the 'press start' screen and press: **L, L, R, Z, D-left, D-right, C-up, C-right**.

GoldenEye 007

Use our cheat and the cradle level (and Trevalyn) will fall with ease.

Easy Cradle

Go down to the platform with the two huts and shoot any guards. Now stand with your back to the shed with the console inside looking directly at the bottom of the stairs and the door to the opposite shed.

Shoot the guards that come down the stairs or through the door of the opposite shed.

Keep your ears open for the door of the shed you're stood next to and turn around to shoot any guards that come out. After several seconds you should

hear a grenade go off inside the shed.

If you've done it right, Trevalyn should have blown himself up. Now you just have to Finish objective A to complete the level.

More Characters on Multi-player

Head for the character selection screen and enter this code to get tons of new characters to play with.

Hold **L** and **R** and Press **C-Left**

Hold **L** and press **C-up**

Hold **L** and **R** and press **D-left**

Hold **L** and press **D-right**

Hold **R** and press **D-down**

Hold **L** and **R** and press **C-left**

Hold **L** and press **C-up**

Hold **L** and **R** and press **D-right**

Hold **L** and **R** and press **C-down**

Hold **L** and press **D-down**

Multi player Awards

It's not the winning that counts, it's how you play the game (yeah right!). When you finish a multi player game and your score comes up, press left. The screen will scroll over and give you an award for your game playing technique. The award best describes your fighting personality. Here's what they all mean:

The Name's Bond: You Rocked!

Double Kill: You killed two players simultaneously.

Armour Class -10: You were very difficult to kill.

Most Deadly: You're a cold hearted assassin.

Most Honourable: You used no dirty tricks like shooting people in the back.

Most Professional: You didn't mess around and went straight for the kill.

Marksmanship Award: You hit other players and not the walls.

Longest Innings: You lived longer than any other player.

The Name's Bod: You Sucked!

Most Cowardly: You hid a lot from the other players.

Most Dishonourable: You used dirty tactics and shot players from behind.

Most Frantic: You ran around like a headless chicken.

Mostly Harmless: You hardly killed anyone.

Where's the Armour?: You didn't find enough body armour.

Where's the Ammo?: You were always low on bullets.

Shortest Innings: You kept dying quickly. Don't be proud!

Lemmings Award: You kept blowing

yourself up, shooting yourself in the foot and generally killing yourself.

ISS 64

The best footy game ever is even more fun with big headed action.

New teams

Go to the title screen and enter the following: **D-up, L, D-up, L, D-down, L, D-down, L, D-left, R, D-right, R, D-left, R D-right, R, B, A**. Hold down **Z** and press **Start**.

Big Noggins

On the title screen press **C-up, C-up, C-down, C-left, C-right, C-left, C-right, B, A**, hold **Z** and press **Start**.

Kobe Bryant in NBA Courtside

We're quick off the mark as ever, bringing you some great tips for Nintendo's fantastic new basketball game featuring Kobe Bryant.

Hidden Teams

Hold the **L** button and press **A** on a

F-Zero X

New entry

This has taken the office by storm. In fact, it's a miracle this cheats page was completed due to the time lost playing our office league championship. Thankfully, I've found some great little tricks and tips for this speedster.

Super Small Vehicles

On the vehicle select screen press **L, R** and all four **C** buttons and you'll be able to race with small ships. They still pack a fair speed though!

Extra Vehicles

Every time you beat the cup on a new difficulty setting a new set of vehicles appear.

Six Extra Tracks

If you beat the three cups with the difficulty set to standard then a new cup will open up. It's called the Joker Cup and has six new tracks for you to tear around.

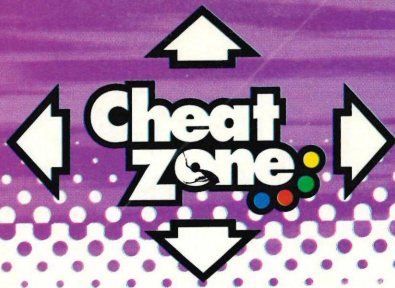
Change Vehicle Colour

When you're on the vehicle customisation screen press the **R** button to change the colour of your ship.

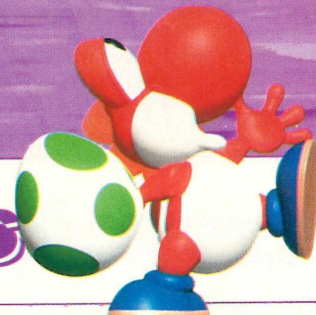
Rotate Vehicle

You can spin the vehicles around on the vehicle select screen by using the four **C-buttons**. So take a good look!





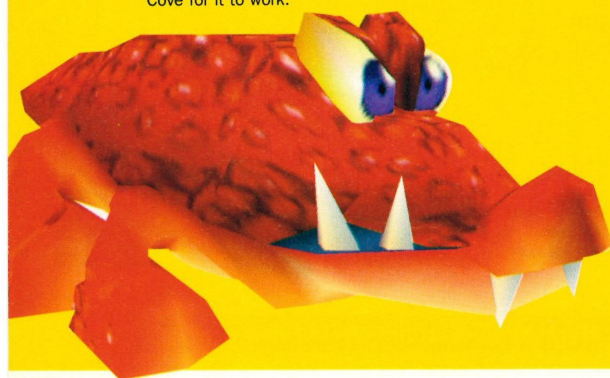
the Cheats



Banjo-Kazooie

20 Goldfeathers

Go to the entrance for the Rusty Bucket Bay and to your right you'll see a cave with three pipes. Smash the one in the middle and head inside. Hit the switch to raise the water level and jump out of the water and quickly head to your right. In the cave you will find the third spellbook which gives you the code: **GOLDFEATHERS**. You must enter the code at Treasure Trove Cove for it to work.



Mooo Sound

Go to the floor of the Sandcastle on Treasure Trove Cove and Type in: **CHEAT**. Each time you hit a letter you'll hear a 'moooo' sound.

200 Blue Eggs

Go to Bubbleloop Swamp and get turned into a crocodile. Exit the level and turn left and head into the pipe that leads to the snow world. Go through the pipe at the top of the hill and you'll find the spell book. He will give you the code: **BLUEEGGS**. Type the code in at Treasure Trove Cove and you'll be able to carry up to 200 eggs at once.

100 Red Feathers

Go to Mad Monster Mansion and have Mumbo Jumbo turn you into a pumpkin. Now head out of the level and go up the winding path towards the volcano. You'll find the red spell book.

Talk to the book and you'll get the code: **REDFEATHERS**. Now head to Treasure Trove Cove and type the code in on the Sandcastle floor and you'll be able to carry up to 100 flying feathers.



- ▶ pre-season game. Scroll through the teams and you'll find three new teams: Nintendo, Leftfield and N64.

Disco Dancing

Start a game and press **Start** to pause. Now enter this code: **Z, C-up, D-down, D-up, R, R, B, C-right, C-right, Z**. Your game of basketball should now be much funkier.

Madden 64

This classic American footy game also has some good cheats.

Secret EA stadium

Type in **SAN MATEO** at the create player screen.

Hidden Teams

Type in the following on the create player screen to unlock the hidden teams:

Sixties: team of the sixties
Seventies: team of the seventies
Eighties: team of the eighties
Howlie: AFC Pro Bowl '96-'97

Major League Baseball Featuring Ken Griffey Jr

Treading a fine line between arcade action and sports simulation, this game's winning a lot of admirers. And it's from Nintendo who've happily put cheats in the game.

Secret Teams

Want to play as the Nintendo executives? Then highlight exhibition of the first menu that pops up. Now press all four **C-buttons** at the same time. Keep doing this until you hear a beep. Then go to the All-Star teams and there will be two new teams: Nintendo and Angel Studios.

Move Title Screen Logo

At the title screen hold **Z** and the baseball will stop spinning. Keep holding **Z** and move the control stick to make the baseball spin around. Dumb, but fun!

Mortal Kombat 4

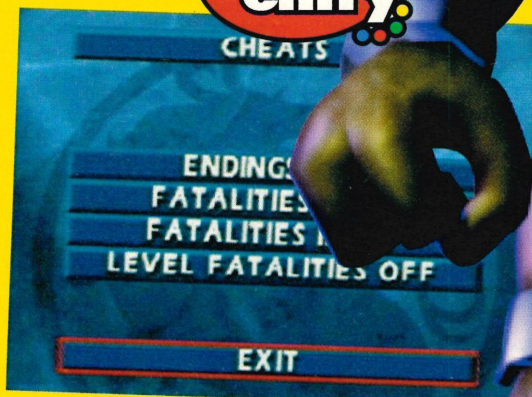
Killing is more fun than ever with all these stunning new cheats. And you can even get those fatalities with ease.

Play as Meat

Meat is the character you select without any skin. He looks very gory indeed. To access him you have to keep choosing the group option in a two-player game. After you have won with all the characters select any character you want. You will be that character (with all his moves) but look like a side of beef.

Cheat Menu

Go to the options menu and move the cursor down to 'continues.' Hold **block** and **run** (the **C-left** and **C-down** buttons) for about 10 seconds and you'll hear a laugh followed by 'excellent.' The cheat menu will then appear. It includes easy fatalities (press **down** and **HP** to do a fatality in the game.)



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Funny Game Select Animations ▼

When you start a game you can select to view the funny animation, but you must have good timing. Before you start the game watch the fish swimming around in the bowl. After a while he'll butt his head into the side of the bowl causing a sound. After you hear the third sound press the **A** button to start. If you've done it correctly Banjo will be thrown out of the window on the first save game or the walls will spin around on the second. On the third game wait until you hear the third beep from the gameboy and a giant spring will come out of the bottom of the chair to launch Banjo out of the house.



Shoot Fireworks

Go to the 'view stadium' mode by pressing the **Z** trigger whilst choosing your stadium. You can shoot fireworks by pressing the **Z** and **R** buttons at the same time.

See Ending

Go to an exhibition game and pick the teams. When picking the stadium repeatedly press all four **C-buttons** until you hear a chime. Then press the **Z** button to view the stadium and you'll get to see the ending of the game as if you'd just won the World Series.

Play as Noob Saibot ▼

Access the cheat menu using the above cheat and select hidden from the Select screen. Now move up two and over one to Reiko, press **Run** and **Block** together to be Noob.



Unhittable Pitch

Place the crosshair anywhere in the strikezone except for the yellow hitting circle. Holding the crosshair where you want it press **Z** and then press **Z** and either **C-left**, **C-right** or **C-up** to look at one of the bases. Release the **Z** button first then the **C button** and when you look back there'll be no square for the batter to aim at.

Mystical Ninja Starring Geomon

We've now got plenty of cool tips to share for this adventure game.

Blade-Shield Tip

Yae can't move normally when using her blade-shield, however, if you have the armour or shield and receive damage from and enemy when using the blade shield she can move around.

Boss Mode

If you collect all 45 of the Fortune Dolls in the game you unlock a special boss mode under the options mode.

Make Money Fast

If you find a room with lots of money in it (such as the first room in Oedo Castle) walk into the room and grab the gold. Now head out and go back in and the gold will be back where it was. Keep doing this until you're rich.

Get Up From a Fall

If you fall from a great height you will pause when you hit the ground. To avoid this press the Weapon button before hitting the ground and you'll get up as soon as you land.

Golden Locks

Get yourself killed when using you're touch-and-go skills (make sure you've

got an extra life.) When you come to life again you'll have golden hair.

Ninjitsu 360° Blade Slash

Rapidly rotate the control stick through 360° whilst tapping the B button. This produces a blade slash that will kill all the enemies around you.

NFL Quarterback Club '98

Use the 'enter cheat' option and type in these codes. You can only use one at a time though.

GLYTHMD - Huge players
MCHLJNSN - Fast players
RNLDSWZNGR - Hard players
SMLMDGT - Tiny players
STYCKHNDS - Sticky hands
GTNNHNS - Fumbling players
WLTRPYTN - Fast running backs
JPNSMWR - Chubby players
BBMNTBL - Skinny players
DWNDRV - Unlimited downs
SPRSLYD - Slippery surface
STNTXTM - Hidden teams

NHL Breakaway '98

An excellent game that has some great little cheats for you to play with. Anybody fancy playing with huge players that are made of fire?

Cheat menu

Go to the main menu screen type **C-left**, **C-right**, **C-left**, **C-right**, **R**, **R**. Cheat menu options include big, tall, thin, fat players and the ability to make the ref the size of King Kong. Great stuff!

This hockey game is even more fun when you're the perfect player.

Extra Teams

Go to the team selection screen and press **C-up**, **L** and **C-left**. You should hear the slap-shot sound and there will be three extra teams to choose.

Random Team

Are you so indecisive that you can't even choose a team? If so, press **L + R** on the team selection screen and the team will be chosen for you.

Perfect Player

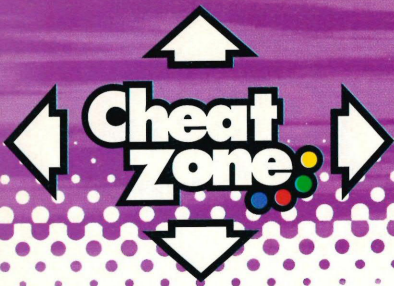
Select the 'create a player' option and enter the name as 'Jim Jung.' You should get a perfect player and still be able to change the features such as name, weight, size.



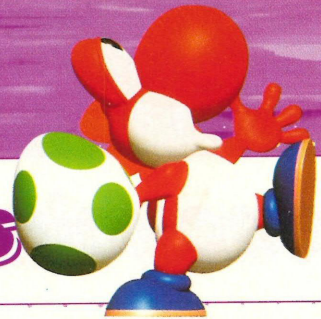
Play as Goro ▲

Access the cheat menu and select hidden from the select screen. Move up three and over one to Shinnok. Now press **run** and **block** together to play as Goro.

More Mortal Kombat cheats this way ➡



the Cheats



New entry

GoldenEye 007

Thanks to **GLYN FAIRWEATHER IN LEEDS** for sending in this brilliant new trick for multi-player GoldenEye games. Learn this trick and you'll always win on the multi player game

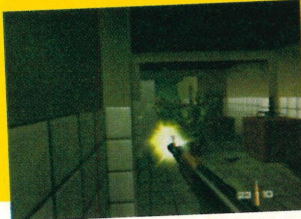
Regeneration Pattern

Players regenerate in one of five places on each level. The N64 goes through these places in order.

The best way to find each regeneration point is to go on a two player game by yourself and keep shooting the players and noting where

they reappear. You'll learn the five points for each level.

Now note where the second player starts and when you kill him he'll



reappear at the next point on your list. Make sure you head for this point straight away and by the time he's reappeared you should already be ready and waiting.

To help you on your way here's the five restart points for the bunker level:



- 1: As you walk down the steps tot he main room, your opponent will be up th stairs on the right.
- 2: In the cell where you start on Bunker two (1 player game.)
- 3: At the top of the stairs by the helicopter pad.

Bonus Points on Season Mode

At the main season menu press **C-left, C-left, C-right, C-right, C-left, C-left, C-right, C-right then R**. This should give you 100 points.

Quake 64

No great shoot'em-up is complete without a God mode. And Quake 64 is no exception.

Debug mode

Go to load game and select 'do not use pak.' Now enter the password as **QQQQ QQQQ QQQQ QQQQ**. It should say 'Incorrect password', but if you go to the options screen you'll see an option called 'debug mode.'

This one sounds a bit suicidal but it's a really useful trick.

Rocket Jump

When you've got the rocket launcher, if you aim it at your feet and fire it knocks you upwards. Combine this with the jump button and you can hop

up to otherwise unreachable places. You'll lose a fair bit of energy though.

Shadows Of The Empire

We've got a mega new cheat for this rather tired game.

For these cheats to work you'll need a control pak. Start a new slot and call it **-Wampa-Stompa** (each '-' is a space, there's one before Wampa and two between Wampa and Stompa.) Start the game, pause it and set the controller type to 'traditional.'

Debug Cheat Menu

This one is very difficult to open, but persevere and you'll find a great menu with all the levels, every item, invincibility, sleeping villains the ability to walk through walls and much more.

- 1) Make sure you're using a game saved as **-Wampa-Stompa**
- 2) Start a game on any level
- 3) Hold down all of the **C buttons, Z**,

L, R and D-left

4) Whilst holding all of these down move the control stick halfway to the left until you hear a 'donk' sound. It should take about five seconds

5) Now repeat but holding the control stick halfway to the right

6) Repeat step 4

7) Repeat step 5

8) Repeat step 4

- 7) Pink text should appear at the top of the screen. Use **L** and **R** to select options and up and down to change options. Use the **A** button to activate the selected cheat.
- 8) To get the cheat menu back pause the game then hold down all of the buttons in step 3 and move the control stick left or right.

MOST WANTED

• World Cup '98 cheats

• Banjo-Kazooie

• More Banjo-Kazooie

• Quest 64

• GT 64

• ISS '98



Mortal Kombat 4

Versus Kombat Codes

These codes can only be entered in a two player game. In order to enter the codes you must mix and match six icons. Player one controls the first three and player two controls the last three. Each player changes the icon by pressing low punch for the first icon, block for the second and low kick for the third. If you hold up whilst pressing the buttons the icons will toggle backwards.

In this table the player one and player two columns indicate the number of times each player must press each of the buttons. For example, the code 123 indicates that you must press LK once, block twice and HK three times. Don't worry, you'll get the hang of it and the number of special effects in this game makes learning these codes worthwhile.

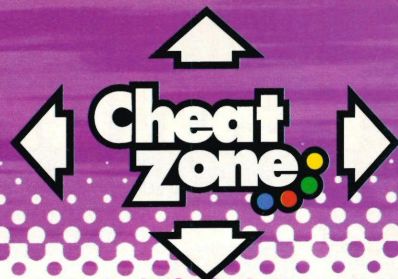
Pl. 1	Pl. 2	Effect
123	123	One Hit Win
321	321	Big Head Mode
012	012	Noob Saibot Mode
020	020	Red Rain
(only on the rain stage)		
050	050	Explosive Combat
002	002	Weapon Mode
100	100	Disable Throws
010	010	Disable Max Damage
110	110	No Throw/ Disable Max Damage
111	111	Free Weapon
222	222	Start with Random Weapon
333	333	Random Kombat
444	444	Start with Weapons Drawn
555	555	Many Weapons
666	666	Silent Kombat

Stage Select

Pl. 1	Pl. 2	Effect
011	011	Goro Lair
022	022	The Well
033	033	Elder God's Stage
044	044	The Tomb Stage
055	055	The Rain Stage
066	066	Snake Stage
101	101	Shaolin Temple
202	202	Living Forest
303	303	Prison
313	313	Ice Pit

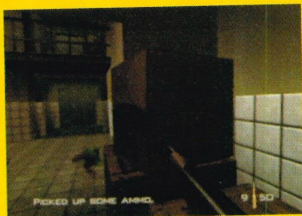


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New entry

4: In the small room where one of the documents is (1 Player game.)
5: As you exit the room with both cells, go straight on and it's the first door on the left.



Snowboard Kids

Get the hidden kid and all the tracks without any of that hard work.

All Tracks and Characters

Go to the title screen (the one with all the characters on it) and press the following: **Control stick down, control stick up, D-down, D-up, C-down, C-up, L, R, Z, D-left, C-right, control stick up, B, D-right, C-left**

Super Mario 64

Use these cool tricks to get the most out of Mazza.

Cannon Fodder

In wet dry world get into the cannon with at least half power. Aim directly into the centre of the sun and shoot. Mario should fly into the wall, then fall down hit the floor and bounce back into the cannon. Do the same thing again and Mazza will die, but still be in the cannon. You can keep shooting Mario even when he's dead.

Stop the Scoops

On level 14 (Tick-Tock Clock) jump into the level when the clock is on the hour. All the clockwork mechanisms will have stopped working, making the level much easier to complete.

Meet Yoshi

After getting all 120 stars go back outside the castle and climb into the opening where the grating was near the beach. It's now a cannon and you can use it to shoot yourself onto the roof of the castle. That's where you'll find our favourite hungry dinosaur.

Big Penguin Race

Not many people know this, but after you've got all 120 stars there are a few differences in the game. One of these is the penguin race on the cool, cool mountain (course 4). Jump in the chimney of the house and you find that the penguin has been stretched and is harder to beat.

Tetrisphere

Spin your luck around and access all the levels on this game.

New characters

Go to the 'new name' option and press **L, C-right and C-down** for some new characters.

Lines game

Enter the name **LINES** to play the lines game. Simple eh?

Access all levels

Enter your name using the symbols: **Saturn, Spaceship, Rocket, Heart, Skull.**

New music

Enter **G, Alien Head, MEBOY** to get some gameboy style music

View credits

Enter **CREDITS** to view the credits.

Top Gear Rally

Rallying around racetracks is better than ever with our collection of cheats for this cracking racing game.

World Cup '98

Go to the team customisation screen (any team will do) and type the name of any player as **BuryFC**. The names of the England team then become the Creations football team (the development team for World Cup '98).

Change car colour

Before choosing your car hold down the **L** and **R** buttons and you can use the **C-buttons** to change your car's colour.

Turok: Dinosaur Hunter

Head for the 'enter cheats' screen and type in any of the following codes to get more out of this game.

DLKTFR - Pen and ink mode
SNFFRR - Disco mode
FRTHSTHTTRLSCCK - Infinite lives
THBST - Gallery
FDTHMGS - show credits
THSSLKSL - Spirit mode
CMGTSMGGTS - All weapons

LEAST WANTED

- Mace
- War Gods
- Mortal Kombat Mythologies
- Clayfighter
- Cruis'n USA
- Old Chestnuts

All cars

Go to the arcade mode on the selection screen and press: **A, D-left, D-left, C-down, A, D-right, Z**

All tracks

Go to the arcade mode on the selection screen and tap: **A, D-left, D-left, D-right, D-down, Z**

Ice cube car

Go to the arcade mode and press **C-down, D-up, B, D-right, A, D-down, A D-right**

Beach ball car

Go to the arcade mode on the selection screen and press **B, B, A, D-left, D-left, C-down, A, D-right**

Helmet car

Go to the arcade mode on the selection screen and press: **D-up, D-up, Z, B, A, D-left, D-left**

BLTSRRFRND - Unlimited ammo
RBNSMTH - Robin's cheat
GRGCHN - Greg's mode
DNCHN - Dana's mode
NSTHMNDNT - Show enemies
LLTHCLRSFTHRNB - Pretty colours
CLLTHTNMNTN - Quack mode
NTHGTHDGD CRTDTRK - This is the big cheat

Wayne Gretzky's 3D Hockey

These cheats work on WG3D Hockey in all three of its incarnations: WG3D, WG98 and Olympic Hockey Nagano

Change player's physique

At the options screen press and hold **R** and any of the **C buttons**. This brings up 16 zeroes at the bottom of

the screen. Tap the C buttons to change the numbers which will effect the characteristics of the players. Here are some examples
1100000 - Small heads
0100000 - Big heads
1010100 - Tiny players
1101100 - Big players with small heads
0101100 - big players with big heads
0001010 - Big players

Constant fisticuffs

At the options screen hold down **L** and press **C-right, C-left, C-left, C-right, C-down, C-up, C-up, C-down, C-left, C-right, C-right, C-left, C-right, C-left**

Super teams

At the options screen hold down the **L** button and press **C-right, C-left, C-left, C-right, C-left, C-left, C-left, C-right, C-left, C-left**

Wetrix

Fancy some fun with this water logged puzzler from Ocean?

Special Landscapes

To open up the hidden cheat modes you must complete all of the training levels in Wetrix.

Yoshi's Story

Eat as much fruit as you can handle and never, ever die. This platform game is now even easier than ever.

Infinite Yoshi's

When your last Yoshi is being taken away to the castle by the ghosts, quickly hit **reset**. When you restart you'll be able to continue that level with all your Yoshi's intact.



Phew! More new cheats than you can shake a stick at this month. But if you know some more then send them to me right now - Mark

Feature

Re-inventing

N64 Pro

Brings you closer to the action with the making of the most significant peripheral since the ...er, joypad!!!

Track Facts
Photographers are refused permission to take 'open bonnet' pictures

Track Facts

The weight of a Formula One car is less than a Nissan Micra

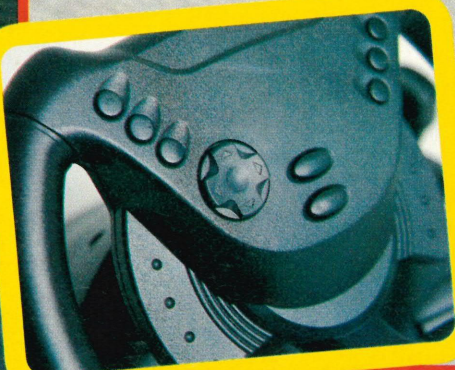
JORDAN Grand Prix's Silverstone HQ may seem an unlikely place to launch the latest in N64 periphery, but there was method to Joytech's apparent madness *By Steve*

When you're in the peripherals business you need to be different to make a difference." At least that's Matthew Lamprell's philosophy, and as the Sales & Marketing Director of Joytech, he ought to know. They may be a new name, but in only 10 months Chart-Track has studiously detailed their meteoric rise to the official number one spot in the console peripherals field – outselling even Nintendo and Sony's own official controllers, memory paks etc. So they seem to know how to make hay while the sun shines on the video game market.

No doubt current steering wheel manufacturers would have been quaking in their boots then had they managed to infiltrate the official launch of The Official Jordan Grand Prix Racing Wheel at Silverstone on British Grand Prix weekend, attended of course by N64 Pro. If Joytech's sales success continues at a similar pace then this exciting piece of engineering could easily put all other wheels well and truly in the shade.

License test

But how's it different you may well ask? Easy, it's licensed and co-designed by an actual F1 racing team. The idea is straightforward, but the concept is brilliant. Video games are the tool of choice of the would-be escapist. Racing games aim to immerse players in the world of Schumacher, Hill and Villeneuve. And Joytech – with a healthy dollop of assistance from the Jordan Grand Prix team – are about to make a



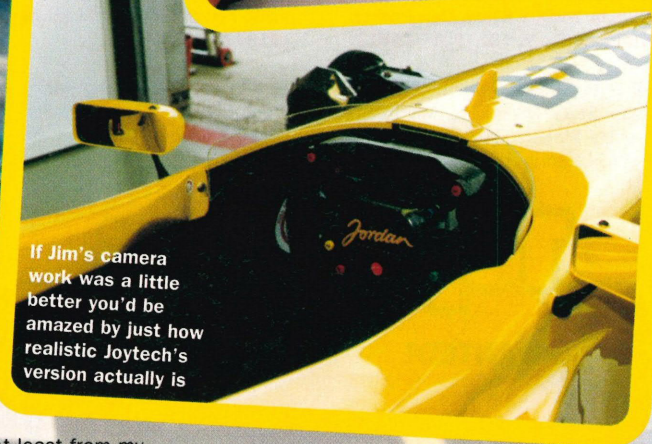
the wheel



Track Facts
A Formula One car's chassis is called a 'monocoque'

Feature:

Track Facts
An engine's lifespan is less than 500 miles in total



If Jim's camera work was a little better you'd be amazed by just how realistic Joytech's version actually is

giant step forward in terms of realism.

The logic is staggeringly simple – the best people to help you make the most accurate recreation of a Formula One racing wheel are surely the people who make the real thing for a living – so why has no one tried it before? Who knows, but if you can be different by doing the obvious then why not snatch the opportunity with both hands?

Launch pad

The launch was held in the sickeningly plush headquarters of Eddie Jordan's Northampton-based team (which is actually at the Silverstone circuit). The assembled members of the press were treated to a champagne reception before being whisked off on a tour of the Jordan factory and pit garage, where of course everyone was frantically trying to prepare for the imminent Grand Prix.

It may seem a cynical attempt to court

favour among the press by giving them a nice day out in the hope that they'll be kind about the product – which is usually the case – but on this occasion that argument doesn't stand up. At least from my point of view. I have no real interest in motor racing, so a visit to Silverstone is about as appealing as a night 'round Noely's, but it did prove worthwhile, if only to see for myself just how close to the real thing the new steering wheel actually looks.

The game used to demonstrate the wheel was unfortunately *Psygnosis' F1* on the *PI**Station* (the wheel itself works with all major consoles), but I was assured that it works just as well with the N64 (keep an eye out for a review in Noely's *Peripheral Vision* next issue). The real acid test to prove its worth though came when ex-Formula One driver

Andrea Montermini appeared to give it a go. Apparently he'd never played the game before yet simply sat down, gave it a few laps and set a time that not even the writers from the Sony mags could equal. And for me, that said it all.

The perfect formula

Joytech and Jordan have created the most advanced racing wheel yet. It's priced at £49.99, it's out in August and with the Jordan designers working even closer with them on the next evolution, you can bet it won't be long before almost total realism is sitting proudly in your front room just next to your N64... ●

Swap Shop

SWAPS



Welcome to Swap Shop. Your one shop stop for finding replacements for your out of date carts. Take a look at the ads below and if anything takes your fancy then get in touch. Have you got a game you're bored with? Then get filling in the form at the end and send it in. And we're not just limiting it to swaps either, items for sale or pen pals wanted are more than welcome. So what are you waiting for? **MARK**

● I'll swap Fighters Destiny for Tonic Trouble. Now that is fair. Nigel Samhavamoorthy. Tooting, London (0181) 682 4694

● I'll swap Extreme G for Fighters Destiny, Wave Race, Snowboard Kids or Yoshi's Story. Ben Parker, Stoke-on-Trent. (01782) 761817.

● Straight swaps welcome. Want Yoshi Story, DK Racing, MK Trilogy, Trouble Makers, Extreme G, SF Rush. Offering Blastcorps, Lylat

Wars, Wave Race, Snowboard Kids, Nagano Winter Olympics, Mace. John May, 25 Dickens Road, Denton, Gravesend, Kent.

● I'll swap Lylat Wars or Fighters Destiny for ISS 64. Any other swap considered. David McBey. (01343) 820097.

● I'll swap Diddy Kong Racing for World Cup '98. Niall MacMillan. 56 Wisteria Gardens, Swanley, Kent.

● I will swap Diddy Kong for FIFA or NHL Breakaway or 1080 Snowboarding. Alex Eaton, 15 Dove Close, Killingworth, Newcastle.

● I'll swap Shadows Of The Empire for F1 Pole Position. Christopher Charlesworth. (01642) 463974.

● I have Mario Kart 64, San Francisco Rush & Shadows Of The Empire. One for £35 or two for a decent swap. Guy Adams, Eastwood, Notts. (01773) 760955

● I'll swap Lylat Wars for anything except FIFA: RTWC or Diddy Kong Racing. Alex Purssey, Cobham. (01932) 863959.

● WCW vs. NWO boxed with instructions for sale £35, or swap for Mission: Impossible, Yoshi's Story or Bomberman. Martin Burke. (0151) 608 4948.

● I'll swap Doom 64 for Wave Race or Killer Instinct Gold or Wargods or any fighting game and 1080 Snowboarding. Shane Cullen, Wallington. (0181) 669 1985

● I'll swap Wave Race 64 for Diddy Kong Racing, Mission: Impossible, Pilotwings 64 or the GoldenEye sequel (don't hold your breath - Mark). Any reasonable swap considered. Scott Beney, 2 Union Close, Wisemoor,

Sandhurst, GU47 0TN.

● I will swap Super Mario 64 for Forsaken, MK4, Pilotwings, WCW Vs. NWO, Quake or any other decent game. Good condition, instructions booklet included, only two months old. Andres Lambert, Newcastle. (0141) 236 7602.

● I will swap Mario brand new for Rampage World Tour. James Shipman, 5 Baker St, Aston, Tirrold, OX11 9DD.

● I will swap Fighters Destiny for Top Gear Rally or Yoshi's Story. Richard Burns, 3 Grange Road, Prestondans, East Lothian.

● Swap Bomberman for Blast Corps. Top Brand, 6 Lyndhurst Avenue, Hastings, East Sussex, TN34 2BD.

● Turok: Dinosaur Hunter for £20 or swap for FIFA 64, Wetrix or Wave Race. Jonathon Grimshaw, 14 De Lacy St, Clitheroe, Lancs, BB7 2EE.

● Turok or Star Wars for NBA Courtside, Snowboard Kids, GT 64, San Francisco Rush or Rampage World Tour. Dean Foster, Shrewsbury. (01743) 358249 (Phone/Fax.)

● I'll Swap Wetrix used once (you liked it that much huh! - Mark) for Mystical Ninja or Yoshi or Nagano Winter Olympics or Forsaken or Bust-A-Move 2. Simon Robson, Peterlee, Co/Durham (0191) 5869814.

● I'll Swap ISS 64 or Mario 64 for Rampage World Tour, WCW vs. NWO or GT 64. Both boxed with instructions. Good condition, first come first served. Matthew Whelan, Manchester (0161) 798 4301.

TopSwap

WANTED!

The top five most asked for games.

1- Yoshi's Story

The Green fella's still as popular as ever.

2- Fighter's Destiny

Top beat'em-up action is what people want.

3- Mortal Kombat 4

Lots of Mortal Kombat fans out there after a new cart

4- Mission Impossible

Not at all like Bond. But still a popular man.

5- FIFA '98

Good license. Good game. I'll take one!

NOT WANTED!

The top five most offered games.

1- Diddy Kong Racing

The blasted pig is just too much for most people

2- Super Mario 64

Great game first time round. Then its gotta go.

3- WaveRace 64

Stunning wave effects just don't seem to cut it anymore.

4- Shadows of the Empire

Lots of people bought it. Lots of people want to get rid of it.

5- Mario Kart 64

Perhaps a lot of people have just had this for too long

HOP

● I will swap Mario Kart 64 for San Francisco Rush or any good racing game. Aaron Pearce, Tattershall, Lincs. (01526) 343 086.

● I'll swap Madden 64 for either WCW Vs. NWO or Fighters Destiny. Any reasonable swap considered. Paul Trott, Bournemouth. (01202) 579248.

● I will swap GoldenEye, unwanted gift (weird! Imagine not wanting GoldenEye - Mark,) for Banjo-Kazooie or Mission: Impossible. Tel: 01875 810 682.

● I'll swap DKR for WCW vs. NWO or GoldenEye. Please I'm desperate. I'll also swap F-1 Pole Position for any other game with a rating over 60% Richard Pearce, Hawick, Scotland. (01450) 374 897.

● Swap Forsaken for Doom 64. Matthew Brown, Devon. (01884) 821 932.

Swap of the month:

● I'll swap my ISS 64 for FIFA '98, World Cup '98 or Mission: Impossible (please! ISS 64 is good). Jonathon Hawkins, Welwyn Garden City, Herts (01707) 396 885.

● I'll swap Diddy Kong Racing or NHL Breakaway for any N64 game or both for a steering wheel. All offers considered including offers of money. Please ask for John Rowley. (01905) 356 293.

● I'll swap Wave Race, Mario Kart for anything within reason. Or money offers considered. John Pearce. 18 Mandarin Place, Grove, Oxon. OX12 0QH

● Swap or sell MRC £30. Swap for Star Wars, Duke Nukem or Mission: Impossible. Good condition. Please, I'll die for them (now that's just going too far - Mark.) Aaron Weain (01282) 703670

● I'll swap Diddy Kong Racing for FIFA: '98, ISS 64 or most wanted World Cup '98. Please, need a football game, please. Daniel Bird, Herts. (01707) 647205.

● I'll swap Wave Race 64 for Yoshi's Story, Extreme G or RTWC '98. It is in Ex condition and boxed as new. Andrew Burns, Cumbria. (016973) 45112.

● I have Top Gear Rally, Mystical Ninja and NBA Courtside (all boxed with instructions) and will swap one for 64 Oozumo (Jap). Willing to pay cash instead of swap. James Beale, Thanet, Kent. (01843) 821624.

● I will swap Blast Corps for Lylat Wars, Snowboard Kids for any other reasonable game or £40. Colin Bygrave, Manchester. (0161) 793 4349.

● I'll swap Mario Kart 64, no box or instructions for Blastcorps, Turok or Banjo-Kazooie or sell for £10. Go on, please! Micheal Nimmo, 7 Rosefield Ave, Edinburgh, Scotland.

● I'll sell Quake 64 a memory

pak and rumble pak for £40 or nearest offer. All in perfect condition. Jamie Shrimpton, Tenbury Wells. (01584) 811850.

● Swap Mario 64, Clayfighter or GoldenEye for Yoshi's Story or any other decent games considered. Also money offers accepted. Kenneth Gorrian, Kilbirnie, North Ayrshire. (01505) 684883.

● I will swap Yoshi's Story with box and instructions for Mystical Ninja - Starring Goeman or GoldenEye. Jayden Field, Southall, Middx (0181) 574 3555.

● I'll swap Shadows Of The Empire (no instructions but easy to figure out) for any reasonable racing game. Peter Brown, Derby (01332) 774. E-Mail ABROWN5015@AOL.COM

● Swap DKR (UK) for Top Gear Rally (must be boxed + instructions, mine is) Matthew Gibbons, Sunbury-on-Thames, Middlesex. (01932) 1985.

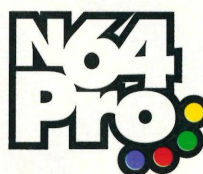
● DKR in box for Yoshi's Story with instructions. Please. Jason

Kendall, Tadworth, Surrey. (01737) 350 868.

● I will sell Mario Kart for £30 or swap for Yoshi's Story, NHL Breakaway or ISS World Cup (UK only). Adam Russell, Newbury, Berks. (01635) 551710.

● I'll swap DKR for Snowboard Kids, 1080 Snowboarding, Air Boarders, Nagano Olympic Hockey, MRC or WCW vs. NWO. George Hudson, Ipswich, Suffolk. (01473) 716 842.

● I will swap GoldenEye for Fighters Destiny and Mario 64 for NHL Breakaway or Wayne Gretzky's 3D. Robert Maitland, Thornhill, Dumfriesshire. (01848) 330575



Swap Shop

Fill in this form with details of your games to swap or items for sale and send it in to 'Swap Shop' at the usual address

Swap or sell details (in no more than 30 words)

Would prefer us to print your address ☐ or telephone number ☐

Name:

Address:

Telephone number:

Post Code: Age:

Date of birth:

Signature:

How many times a month do you visit a newsagent to buy/look at N64 mags? ☐

How many N64 mags do you buy each month? ☐

How regularly do you buy your mag? ☐

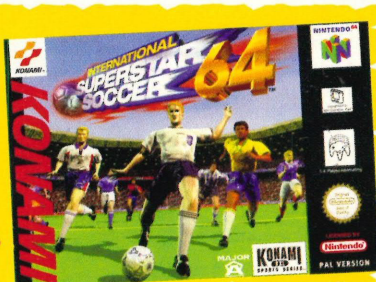
How many people read your copy of N64 Pro? ☐

Which day do you usually purchase your mag?

- ☐ Weekday
- ☐ Pay day
- ☐ Weekend
- ☐ Other (please specify)

☐ Not purchased

☐ Please tick here if you do not wish to receive promotional information from other companies



Preview Gex 64

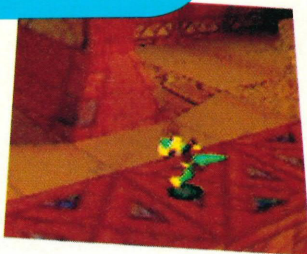
The bloke who does the voice was in *Loaded*, but does that mean the game's gonna be any good?

**SPECIAL
UPDATE**

By
Alex

Eddie Lizard

Left: Gex wearing a tux doing what looks like one of those mad Scottish sword dances



GEX: Enter the Gecko, which was a smash-hit this spring on the PI**Station is set to make its debut on the N64 in October. In his latest adventure, the wise-cracking Gecko must once again battle his arch nemesis Rez, this time in a 360-degree, free-roaming 3D environment.

Reluctantly recruited by secret government agents to protect the world's television broadcasts from Rez's powerful clutches, the hysterically witty Gex is thrust into the bizarre Media Dimension filled with enemies and worlds that parody some of film and television's most popular characters and personalities from the past.

Pushing the limits of 3D technology, Gex: Enter the Gecko features beautifully rendered environments, awesome enemies, special effects, and free-roaming 3D gameplay, as well as the acerbic wit of British actor Leslie Phillips. In addition, player controlled camera angles and Gex's ability to wall climb

“Gex 64 features beautifully rendered environments and awesome enemies”

truly take this game where none have gone before. Developed and published by Crystal Dynamics (in the US) and distributed by Midway Home Entertainment (GT Interactive over here), Gex 64: Enter the Gecko is guaranteed to set

tongues lashing in excitement. Its explosive, free-roaming 3D action game style looks set to push the limits of 3D technology on the N64.

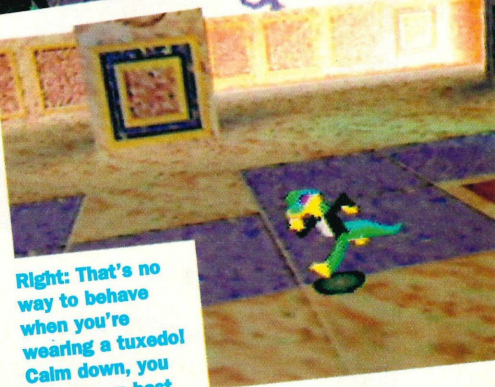
With 360 degrees of 'go anywhere you want' exploration, Gex goes where none have gone before. Suction-cup paws give the likeable lizard the ability to stick to all types of surfaces while exploring 3D environments and with over 125 unique moves, 3,400 frames of fluid

character animation and lip-synching, whip-cracking tail attacks and secret teleports, Gex is going to bring killer gecko action to home consoles once again.

Gex 64 has been given the classic British touch thanks to the involvement of that likable

Company profile: Crystal Dynamics As an entertainment software studio, the Menlo Park, California-based Crystal Dynamics focuses on the self-funded development and marketing of top-quality game software. Founded in 1992, the company was the first to develop and publish a 32-bit console-format video game in 1993, confirming its position as an innovator in the global entertainment software industry. Ever sensitive to shifts in the fast-changing entertainment technologies, Crystal Dynamics responded to those changes by patterning its structure after the now familiar film studio model. The company's business strategy focuses its resources on product development and marketing, while forging strong alliances with distribution partners who in turn focus on getting those Crystal-branded products into the retail marketplace. Crystal Dynamics has forged significant distribution partnerships with major blue-chip partners, including EA, Microsoft, Activision and GT Interactive (UK publishers of Gex 64) thus focusing its resources on becoming a leader in the development of console and computer games.

Right: Gex 64 features an Indiana Jones-inspired level. Wonder whether Gex is an archaeologist?



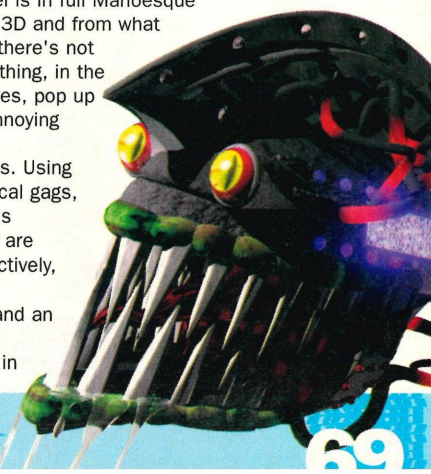
Right: That's no way to behave when you're wearing a tuxedo! Calm down, you little green bast

enemy Rez in the media dimension – thus giving the game's producers an excuse to spoof just about every TV, film and cartoon genre going. Each of the many levels – including an all-new underwater section that would have Mario running for his life jacket – throws up a different genre and each one has been superbly and hilariously tackled by the Crystal Dynamics development team.

Every level is in full Marioesque 360 degree 3D and from what we've seen there's not much, if anything, in the way of glitches, pop up and other annoying graphical shortcomings. Using sight and vocal gags, Gex's and his environment are given, respectively, a vibrant personality and an exciting atmosphere in

rogue, Leslie Phillips. Leslie has appeared in several West End plays in nearly 40 West End theatres. He has starred in over a hundred films and appeared in countless other television appearances. His unmistakable old school accent and caddish tone have also made Leslie a popular choice for television and radio voice-overs for many years – apparently. Now, Leslie is going interactive in his all-new role as the voice of Gex. Over 500 lines of cheeky innuendo have been recorded and skillfully blended with accurate lip-synching to produce funny, ongoing one liners throughout the game.

Gex 64 follows the lunatic lizard's attempts to halt the progress of his arch



Pre view! Gex 64

which to enjoy playing what is promising to be the first genuine N64 pretender to the moustachioed marvel's 3D platform crown.

Reluctantly recruited by secret government agents to protect the world's television broadcasts from the evil Rez's powerful clutches, the hysterically witty Gex is thrust into the bizarre Media Dimension filled with enemies and worlds that parody some of film and television's most popular characters and personalities from the past.

Pushing the limits of 3D technology, Gex 64: Enter the Gecko features beautifully rendered environments, awesome enemies, special effects, and free-roaming 3D gameplay, as well as the sarcastic humour delivered by HBO comedian Dana Gould. In addition, player controlled camera angles and Gex's ability to wall climb could see Gex competing with the very best such as Mario and Banjo-Kazooie.

"Gex pushed the limits of the PI**Station and we're thrilled to put him through his paces on

the N64," announced Rob Dyer, president of Crystal Dynamics. "We will plunge full force onto the N64 and are excited about being a member of the Nintendo family." After having seen Banjo-Kazooie that excitement may have been tempered a little, but we're open minded enough here not to rule it out until we see the final, completed version which we'll be reviewing next month ●

It's Fun To Stay At The Y.M.C.A!

It seems that nothing's beyond old Gex. In the pictures below he performs his one-lizard dance routine in various guises. The only thing he had trouble with was growing a droopy moustache and getting into the scale-tight leather trousers



Captain Caaaaaaaave-maaaaaaa!



Policeman skankin' a higher rank



And Klinsmann scores for the lizard XI



Watch that boulder behind you, Indy!

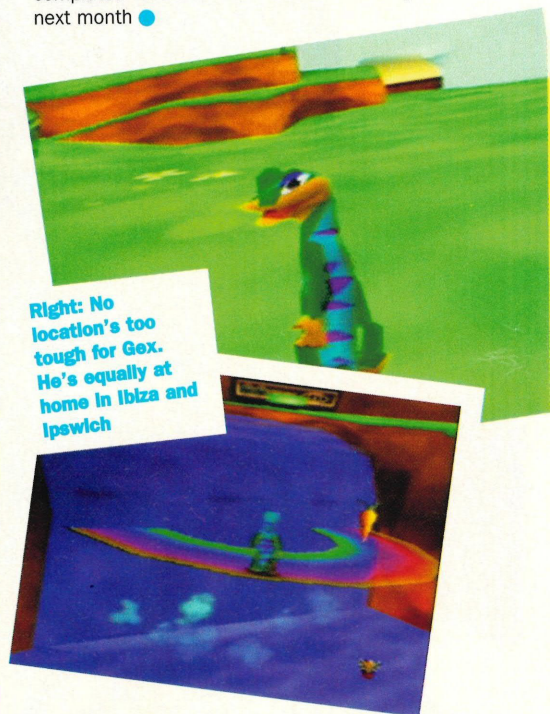


I'm a little tea pot, short and stout



I'm a woman's lizard, no time to talk

Right: No location's too tough for Gex. He's equally at home in Ibiza and Ipswich



“If you're lime green and scaly with big bug eyes you might as well make the effort to look presentable”



Left: Gex puts in his bid for a brand new light entertainment TV show 'Stars Above Their Heads'



Ghouls 'N' Ghosts 'N' Ranksters

It's lucky Gex is thick-skinned and cold blooded because he has to face a whole host of scary monsters and super creeps as he progresses throughout a hostile world. Everybody, after three, 'He's behind you!'



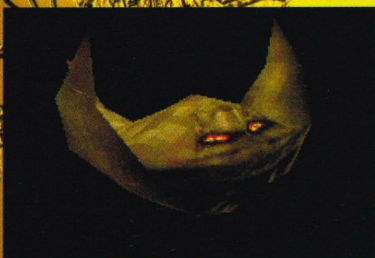
I'm an alien. I'm an illegal alien



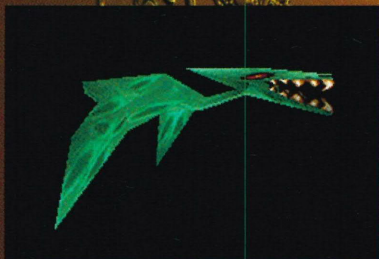
There's a ghost in my house



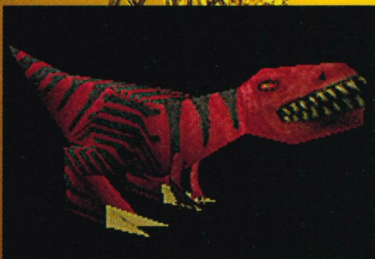
Hideous Huck, cousin of Chucky



Curious bat-like thing called Mylot



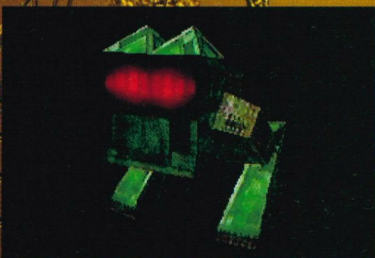
Evil pterodactyl in the area



A raptor. What is this, Jurassic Park?



Lovely purple and green triceratops



Good pic, apart from the redeye



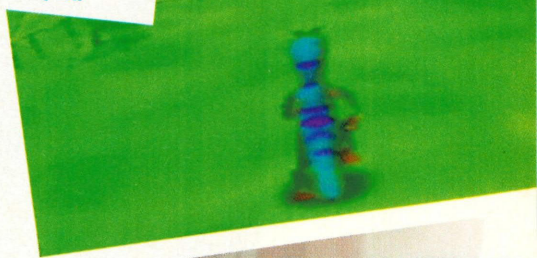
Even the walls attack you in this game



Don't worry about him, he's 'armless



Right: Follow the signposts at your peril. Ignore them at your peril too. In fact, do everything at your peril



Pre view Castlevania

Konami's popular Dracula-hunting adventure is set to return this winter, sharpened

At the E3 show in Atlanta this year, Konami of America announced the first-ever appearance of its legacy hit, *Castlevania*, for N64 gamers. *Castlevania* features all the action expected from this classic Konami franchise, but with an all new cast of characters, a new storyline and an innovative 3D environment.

By Alex

Horror

“Not all the action takes place within Drac’s castle. A lot of the terror occurs in the ghoulish gardens outside”

Left and below: Konami assure us that *Castlevania 64* will make *Resident Evil* look like *Yoshi’s Story*

nia

stake in hand

Company profile: **Konami** of America, Inc. is a developer, publisher and manufacturer of electronic entertainment properties, specialising in the home video game and coin-op markets. In addition to the Konami Sports Series, which includes NBA In The Zone, Nagano Winter Olympics '98, Bottom Of The 9th, International Track & Field and International Superstar Soccer, Konami's consumer titles include Metal Gear Solid and Castlevania. Konami's coin-op legacy includes such hits as Racing Jam, Fighting Bujutsu and Terraburst, some utilising Konami's market-leading COBRA technology, developed jointly with IBM. The latest information about Konami can be found on the Web at www.konami.com. Konami of America, Inc. is a subsidiary of Konami Co., Ltd., a publicly traded company based in Tokyo, Japan

Each character has unique abilities and a completely different story ending. Gamers can choose between Schneider Belmont, part of the famous Belmont vampire hunting family – Cornell Reinhardt, a fierce fighter who has the power to morph into a wolf – Carrie Eastfield, a 12-year-old girl with magical abilities and Kola, a chainsaw-toting bruiser.

It's a secret

Each character and his/her storyline allows the gamer to explore the vault-like castle and surrounding grounds. There are extra secrets and additional items and areas to find. For

example, time of day affects an enemy's powers - during the day for example, vampires are weaker and must hide in deeply shadowed areas. Players may also turn into vampires if bitten too often.

Expressive and Impressive

"Fans of Castlevania have been crying out for both an N64 and a 3D version for a while, and Konami is proud to announce that both are now available in one supreme title," said Jon Sloan, Konami marketing manager.

"With a CD-quality musical score that sets the tone while playing and some of the most beautiful art ever seen, Castlevania 64 is the most expressive and impressive Castlevania game ever.

"Last year was the 10th anniversary of the original Castlevania," continues Sloan. "This

new version is the 11th Castlevania product and truly takes the series over the edge. The 3D graphics, the story and the tried-and-true gameplay make this the best game in the series." Well, he would say that, wouldn't he? Rest assured, however, that the version we've played pretty much backs up his claims and that the chances of being bitten by a vampire are very slim indeed. Aaaaaaaarrggghh! ●

"Fans of Castlevania have been crying out for both an N64 and a 3D version for quite a while"

PETER CUSHING

BY TODAY'S standards the 20 films Peter Cushing made in the horror genre hardly warrant the description. In the main they represented re-workings of the classic Dracula and Frankenstein stories – Gothic fantasies that were gruesome but never gory. It was Cushing's meticulous preparation for such roles as Baron Frankenstein and Professor Van Helsing that lent the impression of true quality to Hammer's low-budget movies.

Born in Surrey on 26 May 1913, Cushing moved to Hollywood in the 1930s. It wasn't until 1957, however, that Peter Cushing made The Curse of Frankenstein, his first Hammer film playing the Baron as a misunderstood intellectual scientist.

The performance created the archetypal 'mad professor', a film, TV and literature stereotype that was to be forged countless times by others. The Hammer films in which he starred alongside Christopher Lee and Vincent Price, rose above the Karloff/Lugosi creations of the 1930s. Cushing died in 1994.

CHRISTOPHER LEE

CHRISTOPHER Lee was born on May 27, 1922, in London. He had already appeared in nearly 30 films when he heard that Hammer was looking for someone to play the Creature in The Curse of Frankenstein. The film began his warm relationship with Peter Cushing. It was also this performance that led to his being cast as Dracula, the role with which he is still associated.

Wary of being typecast, he passed on the offer to immediately film a Dracula sequel. Instead, he chose to seek out different roles to broaden his scope as an actor. It wasn't until 1965 that he agreed to reprise the role in Dracula Prince of Darkness.

He went on to appear in numerous films, both mainstream and horror. Lee's other popular roles include The Mummy, Fu Manchu, Sherlock Holmes and Scaramanga, James Bond's foe in The Man with the Golden Gun. Despite his many successful portrayals of Drac, Lee regrets that he was never able to play the role as it was originally written by Bram Stoker.

Above: A lot of the game's action occurs within Dracula's Transylvanian castle

Pre view: Glover

No, it's not like any other glove, this one's different because it's Glover

A single white glove. What does that make you think of? Michael Jackson? A one-armed Mickey Mouse? A snooker referee? Glover, in many ways, combines the 'skills' of all three. You see, this particular solitary white glove has a great sense of rhythm, a cartoony sense of humour and is adept at picking balls up and moving them around. Then again, you could say Mr Jackson possesses all three 'qualities' although even he couldn't turn a beach ball into a ball bearing, a ten pin bowling ball or a green crystal. Notice I've made no reference to Wacko's 'liking' for young lads so far? Whoops! that's torn it...

Hasbro Interactive, the video game branch of the firm that produces just about every toy you can think of, will make its N64 debut this autumn - November to be precise. Leading the way is Glover - a 3D arcade adventure with a distinct Mario 64 feel to it. The storyline, featuring wizards, spells and magic crystals has an 'olde worlde' look to it, but, as you can see from the latest batch of screenshots, the game is full-on 64bit sexy.

Taking the role of the wizard's lucky glove, the player is given a crystal to kick off with - literally, as the initial crystal has been turned into a magic ball - and has to set off in a quest to find

the remaining six. The other glove, however, has been thrown into a vat of evil and its sole purpose is to hinder the player in any way it can. Glove #2 is a nasty shade of grey and wears a snarling expression whenever it appears to force the player to think of innovative ways of using Glover and his crystal/balls to progress.

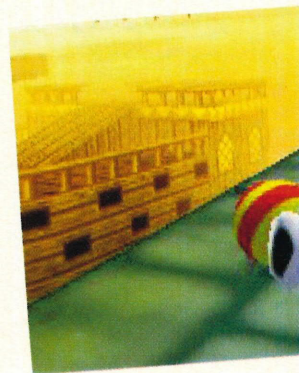
I'm so Dizzy

Developed in the UK by Interactive Studios - of Dizzy fame - Glover challenges N64 gamers to make the best possible use of both glove and ball and solve every problem encountered on a

Hand in Glo

By
Alex

Glover



Source(s):	Charlie, Bastion, Philip Oliver, Interactive Studios
Materials supplied:	In-development cart, sketches and screens
Publisher:	Hasbro Entertainment
Development location:	UK
Playable version:	Yes
Percentage complete:	95%
Estimated release date:	November

magical trip through six themed worlds – Atlantis, Carnival, Pirate, Prehistoric, Fear and Out of this World. Furthermore, because of the Oliver brothers' (the twins who run Interactive Studios) love of 'olde school' games, there's a points challenge to Glover as well as just progression.

Life's a Beach Ball

Using the crystal to roll over bonuses will see the gamer amass more points than if he was to just run over them with Glover or even with Glover controlling a beach ball. The crystal,

however, is very brittle and needs caressing and cajoling along rather than being bounced or thrown, which is what you can do with the other balls – yes, you can bounce the ball bearing or the tin pen bowling ball! But not very high... See the accompanying Glover diagram for all the amazing things our four-

fingered friend can achieve.

Each world contains three levels plus a 'boss' level and a bonus area, opening up a total of 30 fully 3D environments to explore and conquer. Power-ups, puzzles and enemies call for and enable inventive use of the magic ball – such as changing it into a ten-pin bowling ball or a ball bearing. More will be revealed in the review next month. Like the game's producer, Chris Down, says, 'Glover has all the qualities you look for in a hit game... It's beautiful to look at and has the perfect blend of challenge and fun in its gameplay. I'm really looking forward to the day when we complete it so that I can start the adventure for myself'.

Moonwalking to Victory

After having played Glover for a couple of hours, three things are certain, Glover's a better mover than Michael Jackson, is more relevant than Mickey Mouse and has better ball control than Len Ganley. Anyone disagreeing has to cut half their nose off, paint their face white, strap on a pair of big black ears and watch snooker for the rest of their lives ●

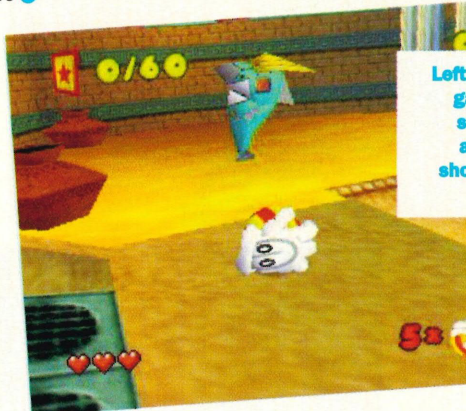
“The crystal, however, is very brittle and needs caressing and cajoling along rather than being bounced or thrown”



Right: Bored of rolling the ball? Then fling it in the air and give chase. Anything could happen!



Left: A lot of the game is spent shoving a ball along – beats shovelling shit I suppose



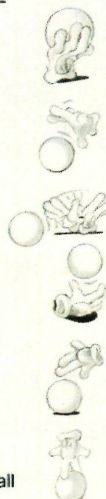
ve

Right: Like Mario 64, you have a degree of control over the camera angle – very useful for close-ups

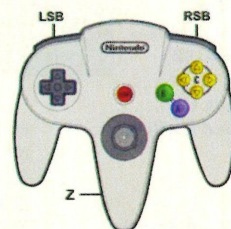


GLOVE & BALL

- Throw
- (tap) Bounce
- Whack
- (tap) Lob
- Z Release/cancel
- LSB Jump on Ball



GLOVER CONTROLS



- Cam Zoom In & Out
- Cam Right & Left
- Move - Tiptoe/Walk/Run



GLOVE

- Grab/Locate Ball
- Jump
- +● Double Jump
- +Z Fist Slam
- Z Duck
- Z+Move Crawl
- Z (tap) Cartwheel
- RSB Cast spell/Transform Ball



Struck down by the inevitable N64 delay disease, Earthworm Jim's due for

SPECIAL UPDATE

Another 16bit hero
prepares for an upgrade

The Wor That Nasty

By
Alex

Above: He may be a worm, but
he's got a hell of a six-pack

HAVING conquered all computer games formats from the humble Game Boy to the once-mighty SNES, Earthworm Jim is set to return this year in his most ambitious release yet. Interplay's Earthworm Jim 3D (EWJ3D) will be available for the N64 in November, thus dispelling rumours that the game was going to be re-titled Earthworm Guy or even Earthworm Jesus.

Nightmare scenario

EWJ3D sees our hero in a bad way. A severe blow to his head has left him trapped, unconscious, in a world of make believe. Sound confusing? It is, as Jim must repair his cerebral cortex in order to revive himself from the nightmare. Unfortunately this involves journeying through all the different areas of his psyche – built from phobias, memories and fantasies – to repair individual sections of his brain.

As the name suggests, this last chapter in Jim's

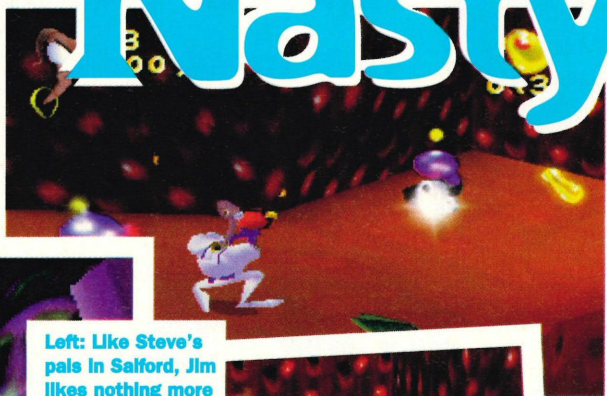
life has an added dimension: for the first time in his history, the entire game is presented in true 3D. Jim has total freedom of movement within the game's environment, giving scope for enhanced level design and totally non-linear gameplay.

Raging Psycrow-path

Making breathtaking use of new technologies EWJ3D blends advanced voxel techniques – a smoother graphics display system that avoids the harshness of most 3D routines – with polygons to construct both the characters and worlds, ensuring a fast and fluid playing environment at all times. The characters consist

of a few familiar faces from the old games and some brand new creatures, all themed to each level. So along with Psycrow, Evil the Cat, Professor Monkey-For-A-Head and Number 4, prepare to meet The Bovine Special Elite (mad gun-toting cows), Rabid (a manic scooter-riding rabbit) and the Disco Zombies – all gloriously animated and hilariously unpredictable.

The worlds too are jam-packed full of humour. Jim's warped brain plays host to six massive worlds – comprising 32 levels in total – each devoted to an area of Jim's personality. For example, in Happiness, Jim is surrounded by many of his favourite things that have warped



Left: Like Steve's
pals in Salford, Jim
likes nothing more
than sliding down
wasteland on the
backs of pigs



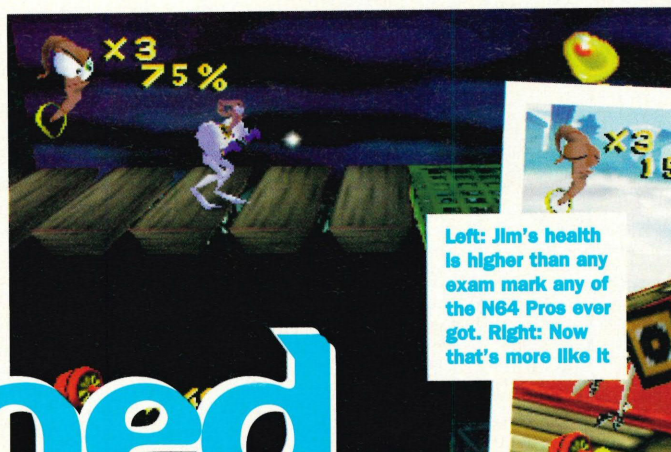
m Jim

discharge in November – here's the latest diagnosis

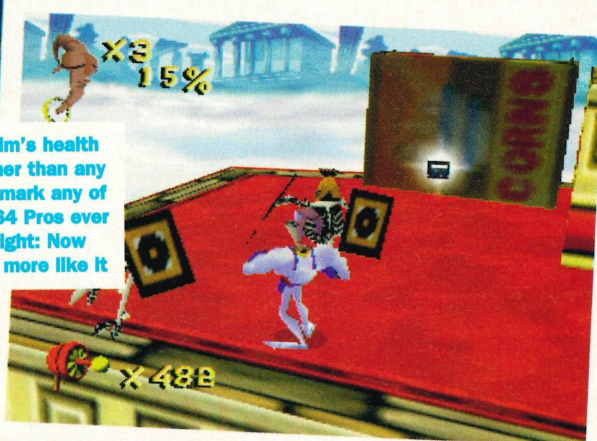
Company profile: Interplay

FOUNDED in 1983, Interplay Productions (<http://www.interplay.com>) is a worldwide publisher of award-winning interactive entertainment software for PC CD ROM, PlayStation, Macintosh and Nintendo 64. Interplay releases products through its Interplay and VR Sports divisions and its affiliated labels, and additionally through associate developers Shiny Entertainment and Confounding Factor

m Turned



Left: Jim's health is higher than any exam mark any of the N64 Pros ever got. Right: Now that's more like it



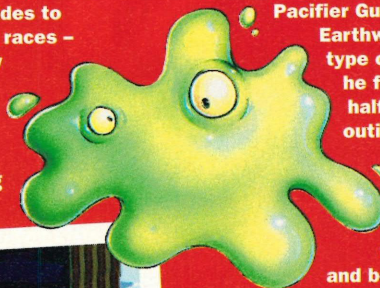
Adventure-fest

EARTHWORM Jim's adventure also contains loads of sub-games – from high-octane pocket rocket rides to breakneck ski-style pigslide races – which continually throw new challenges at the player.

To meet these wild challenges, Jim has been equipped with 13 weapons from a stink-bomb launching Egg Gun, guaranteed

to annihilate absolutely every unsavoury character on the horizon, to a daisy firing Pacifier Gun.

Earthworm Jim was a new type of platform hero when he first appeared four and a half years ago. His first outing in three dimensions proves that there's a great deal of life in the old worm yet – Interplay promise that this time, he's bigger and better than ever!



Below left: Jim instantly regretted lighting his fart
Below right: Hammer, hammer, here comes the hammer



into bizarre hazards. Jim has always wanted to be a sheriff in a low-down dirty Wild West town – so in Fantasy he finds himself doing just that. Furthermore, his main phobia comes from watching too many horror films, so Fear sees him trapped in a world of horror clichés. The puzzles are devious, requiring both physical and mental dexterity. EWJ3D was dreamt up and developed by VIS Interactive, the Dunfermline-based programming team who live in an ex-maternity hospital. Let's hope they don't choke on their placentas when Jim arrives in November

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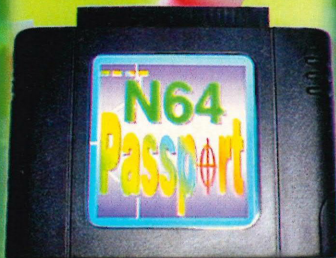
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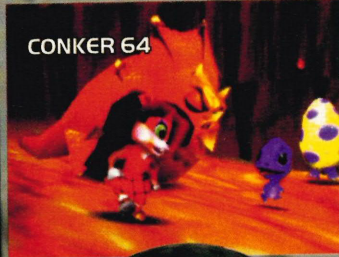
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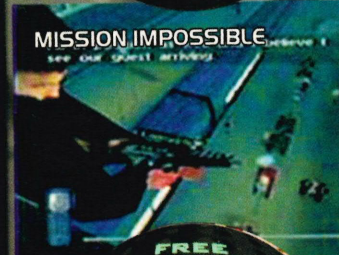
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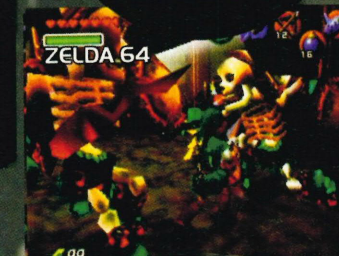
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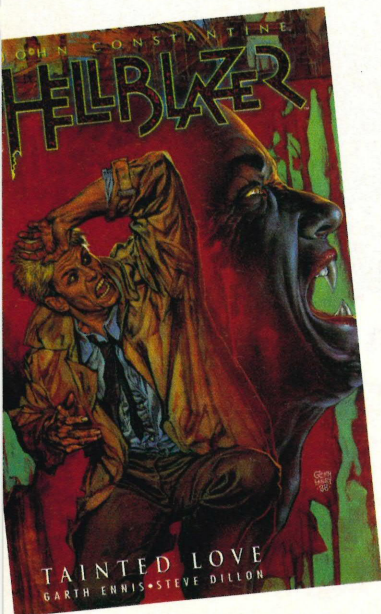
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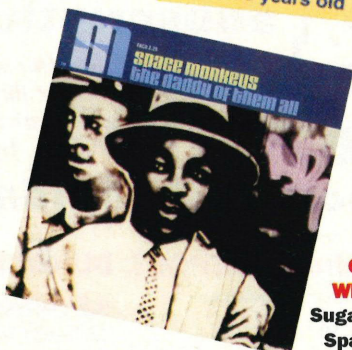
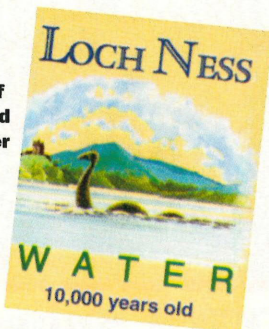
The SMALLEST GIVEAWAY EVER 3

Small, but perfectly formed. Like a baby armadillo. That's our competition page - you wouldn't want it any other way



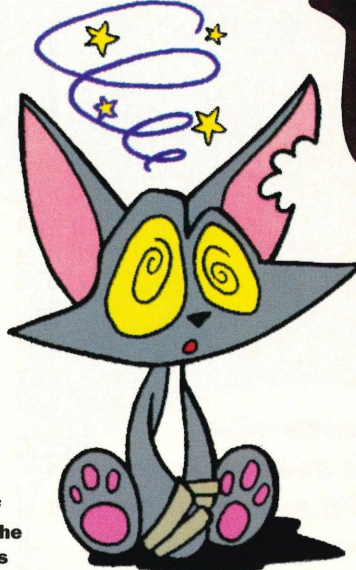
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WIN 1 of 5 Hell Blazer books

Question 3
WIN A bottle of 10,000 years old Loch Ness water



Question 4
WIN A copy of Sugar Cane by The Space Monkeys

Question 1
WIN One of 9 original pieces of Rat Attack artwork



Question 5
WIN More Wrestling T-shirts and Caps from THQ

Vote FOR THE BEST NINTENDO GAME OF ALL TIME

N64 Pro is all about sorting your gamesplaying life out. This month we're giving you the chance to tell us, once and for all, what the best Nintendo Game Of All Time is

WIN
A TELLY & FIVE GAMES



How to enter:

Pick your five favourite Nintendo Games Of All Time, with number one the best, number two second etc - they can be on the N64, SNES, NES or Game Boy. Don't worry if you can't think of five, just vote for the ones you think deserve the ultimate gaming accolade. You can vote for any games you want - they don't even have to be out yet (i.e. if you think the likes of Zelda 64, Conker's Quest or Perfect Dark will prove to be the finest, vote for them - we don't mind)

A full list of results will be printed in the Christmas Special Edition of N64 Pro - we'll even print some of your completed forms so look out for yours! Four entries picked out of the hat win five brand-spanking new N64 games, with the writer of the best tie-break winning a brand new telly as well! Closing date 30 September



The SMALLEST GIVEAWAY EVER 3

PLEASE PRINT YOUR ANSWERS CLEARLY

Question 1 Win 1 of 9 original pieces of Rat Attack art
Where was the Pied Piper from?

Question 2 Win 1 of 5 Hell Blazer books
Which river must you cross to enter Hell?

Question 3 Win a bottle of 10,000 years old Loch Ness water
Name the recent film about Loch Ness starring Ted Danson

Question 4 Win a copy of Sugar Cane by the Space Monkeys
From what source, other than sugar cane, can you get sugar?

Question 5 Win more wrestling T-shirts and caps from THQ
What material do wrestlers like wearing most?

Question 6 Win a random N64 game of our choice
Which game would you least like to win?

Answer as many or as few of the questions as you like, but remember, you have to be in it to win it! Or something

Entries to be in by 30 September – photocopies accepted, but multiple entries are not. Send to **Smallest Giveaway Ever 2, N64 Pro, Freepost, IDG Media, Adlington Park, Macclesfield SK10 4YE.** Anyone sending multiple entries will be automatically disqualified

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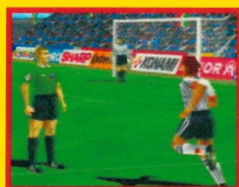
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As a bit of a guide, here's the team's preferences

Alex

ISS 98 - **N64**
Smash Tennis - **SNES**
Super Mario Kart - **SNES**
Super International Cricket - **SNES**
Tetris - **Game Boy**



Steve

Super Tennis - **SNES**
Pilotwings 64 - **N64**
F-Zero - **SNES**
ISS 98 - **N64**
Super Mario World - **SNES**



Noely

Super Tennis - **SNES**
Zelda - **SNES**
Super Street Fighter II Turbo - **SNES**
Mario 64 - **N64**
Super Mario 3 - **SNES**



Mark

GoldenEye 007 - **N64**
Super Mario 3 - **NES**
Super Mario World - **SNES**
Diddy Kong Racing - **N64**
Tetris - **Game Boy**



The BEST NINTENDO GAME OF ALL TIME

Voting form

My Nominations for the best Nintendo Game Of All Time are:

1.
2.
3.
4.
5.

And while I'm here I'd just like to say... (no more than 20 words)

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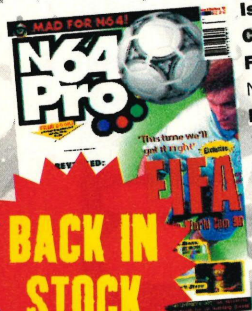
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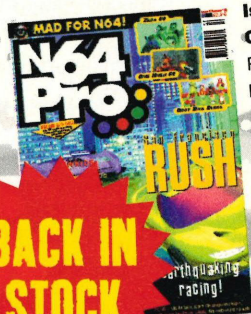
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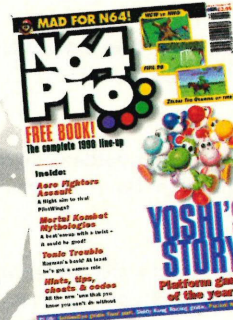
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Inside: FIFA RTWC
'98,
War Gods, Top Gear
Rally, Dark Rift,
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Bomberman 64, Lyla
Wars



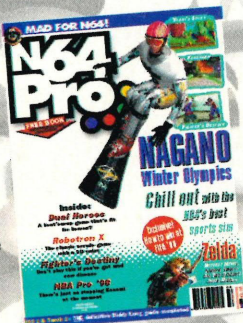
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Bible
Inside: San Francisco
Rush, Zelda 64, Duke
Nukem 64, Diddy Kong
Racing, GoldenEye 007,
Mace: The Dark Age

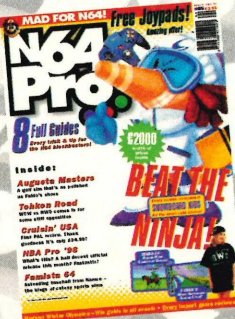


Issue Four February
Cover: Yoshi's Story
Free Gift: Guide To
1998
Inside: Yoshi's Story,
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Monsters, Aerofighters
Assault, Mortal Kombat
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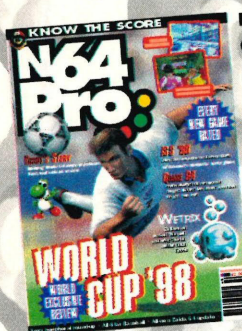
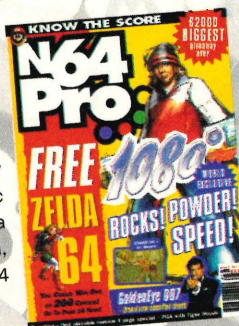
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Olympics, Zelda 64,
Snowboy Kids, Yoshi's
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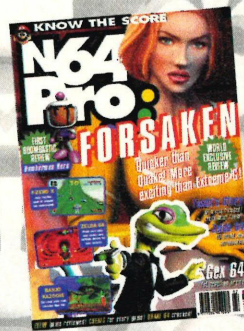
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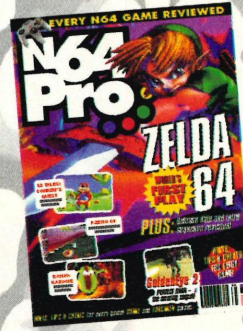
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'98, Nagano Olympic
Hockey, Mystical Ninja
Starring Goemon,
Quake 64



Issue Eight June
Cover: World Cup '98
Free Gift: World Cup
Wall Chart, Nintendo
Poster & sticker
collection
Inside: Wetrix, World
Cup '98, GT 64, Yoshi's
Story, Rampage World
Tour, Wild Choppers,
G.A.S.P. Fighters
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Issue Nine July
Cover: Forsaken
Free Gift: Footy Guide
book, Free stickers
Inside: Forsaken,
Bomberman Hero,
Powerful Pro Baseball,
NBA Courtside,
Rampage World Tour,
Gex 64, Earthworm Jim
3D, All Star Baseball,
Mission Impossible



Issue Ten August
Cover: Zelda
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book, plus the final set of
free stickers
Inside: E3 special issue:
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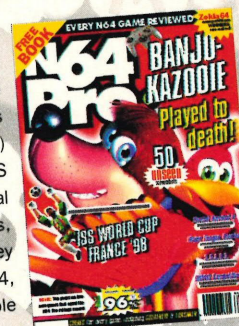
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Topics that keep cropping up are the N64/PI**Station debate, the lack of N64 games and whether or not the 64DD will be any good. From now on, I'm going to suggest a couple of topics for chat each month and see what you make of 'em. How about telling me what's your ideal game (of your own invention) or your weirdest gaming experience **ALEX**



Above: One of Castlevania 3D's many lovelies. Find out more about the game in the preview section

Tricky Situation

JUST HAVE TO write to you to voice my opinions on the Nintendo 64 situation. I have been a subscription holder since issue one, and I will re-subscribe without any doubt. It seems to me that Nintendo as a company hold no respect for the so-called 'small' European market. Well, we may not be as influential as say the US or Japan, but why do we have to put up with delayed release dates and sloppy advertising and product name changes?

I have been a computer games player now for longer than I care to mention, going all the way from a Dragon 32 through Spectrums, Amigas, SNES, PI**Stations and PCs. Finally I scrapped my PI**Station for the 64. What a good deal I got too!

The PI**Station is stuffed with games, but deep down they have no gameplay apart from a minority of titles. The 64 has got a small selection of games, but out of those there is the word that PI**Station has failed to notice – gameplay. Yes, any company can write a game for any format, but to have that game stand the test of time it's gameplay (not graphics, sound or gimmicks) that will always make players come back for more.

The N64 market is there for players who LOVE games, not just play them. I have a PC and I am in the process of spending close to £400 just to upgrade to keep up with the latest requirements for games. This is an ongoing situation, not a one off.

The N64 is having games converted and released that are also on PC and can also handle the same graphics, gameplay and technology level (e.g. Forsaken, Quake), so why can Nintendo not support such a console? They

have a marvellous piece of kit and if they released games at the same time worldwide and stop treating British console owners like second-class citizens, then maybe they could turn around the slow trickle of games and hence the slow sales and slow pick-up of the N64 market.

Also, Nintendo's stance on censorship shows a remarkable sense of snobbishness. Okay, maybe they think that the Nintendo market is there for younger players, but I bet they wouldn't drop the price of carts to allow more sales to their obvious market. Instead more mature gamers with money in their pockets will still be their highest spending clients.

So why do they not support that market? If we are prepared to

“I have been
a computer games
player now for longer
than I care to
mention”

Certainly Not Sheepish

I LUV YOUR mag, I'm from New Zealand and I live in Asia, and I saw your mag today so I bought it. I've been spending all day reading it, and I think it's great. I read that you couldn't get 1080° Snowboarding (Jap version) to work on a PAL machine, because some games won't convert it, but I know a game that will!

After hours of frustration with all my games, I figured out that if you use Diddy Kong Racing in the converter it should work, well it did for me. The sound has a slight distortion, but not really bad. The picture is perfect and the speed is fast, so try it out and tell me what happens.

This is just an idea for games companies to think of, I don't know if they have any games like this yet on N64, but everyone I know really loved Double Dragon and Final Fight for NES and SNES. So why not make an awesome rumble pak compatible platform fighting game for four players on the N64, coz that would probably sell well if they picked the right sort of style and name. Not like Virtua fighter when you stay in one place, you should go around getting into street brawls etc.

Oh yeah that guy Steve Baxter, from Richmond.

spend £50.00 on a cart then maybe we could be allowed to play games such as Resident Evil or GTA on our machines.

Our beloved machines have ISS 64, Mario 64, GoldenEye, Wave Race and Turok, but what would our machines be like with Res Evil etc on our release schedules? Maybe Nintendo can reverse the sales by taking a big step forward and start releasing games that WE want, not what they THINK we

Below: The new sponsor of these pages is Gameplay i.e. it's these guys who cough up for the game that the sender of the Letter Of The Month wins

Back



Hahaha what a loser, man he sure is proud to have one of them VDoctor 64s. I mean they're pretty cool if you think about it, but I got to try one from my friend for about a week, and they're shit. If everyone bought one then N64 games companies would really feel the kick, and there would be no new games made.

I heard that Turok 2 is gonna be impossible to be copied, like you guys at N64 Pro said so many passwords for hackers. Well I better quit my moaning. Keep making the mag great, and try out Diddy Kong on 1080° Jap version. Gareth M, Malaysia



Look no further than Eidos' Fighting Force, Gareth, for all you want in an N64 fighting game. It'll be out in time for Christmas, so start saving now. We'll have the first review. And as for the converter, thanks for the tip, 1080° now works fine.

want. The DD drive will NOT get released. The SNES drive failed and got scrapped and so will this drive. It's got the Nintendo stamp of disapproval behind it now, so I guess I won't need to save up for it after all!

Darrell Towler, via email



Darrell, there's no need to panic. The DD will be released, N64

games will continue to improve and games such as Shadowman and Castlevania 3D will open up the adult market. At the end of the day, it's the gameplay content of a game that matters most - as you rightly pointed out - and ultimately it doesn't matter whether you're wasting blood-encrusted zombies or saving furry animals if the gameplay's up to scratch. You'll probably find that the vast

majority of adult Pi**Stationers have never owned a console before nor have they even played an N64 game.

Diddy Kong - Unkool?

FIRST OF ALL, this must be the most wicked up-to-date N64 mag ever, that's why I've subscribed and now am the proud owner of a lovely blue controller, ta. I love GoldenEye. In fact it's one of my favourite games ever and I play it almost daily, but don't you agree there is so much room for improvement.

For a start the slow-down is horrendous, especially on levels such as the Cradle and when walking through any smoke. Is this down to the coding, or processing of the N64? And could it be improved if Nintendo brought out the RAM extension for our consoles before the release of the DD?

Also I think they should have included The Streets level with the tanks in the multi player, and I also think that the playing areas aren't big enough. I have and love Mario Kart also, so I thought that Diddy Kong Racing would be cool too, but it wasn't!

I completed it as far as defeating Wizpig for the second time in less than a week, but just found it enormously frustrating and not fun at all - one of my friends also bought the game and took it back within a week. I thought Top Gear Rally could have done with more tracks, but that's not what I'm writing for.

During most races even the most skilled gamers crash. This is

okay unless you get propped up against a piece of scenery at which point your car become stuck and the only way to free your car is to restart the race from scratch, what a bummer!

Everyone marks San Francisco Rush down for its handling - which is exactly the same as the handling on the arcade version. This is important for reviewers to know if they're going to mark games fairly - but it has none of the problems of TGR, or lack of speed problems of MRC or Lamborghini. Come on you software houses, get your act together and have games properly tested (or even let me do it) before releasing glitchy software. Keep up the good work guys.

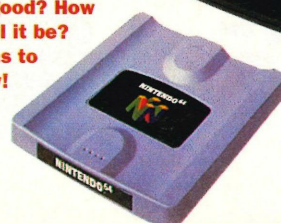
Alexander Bolland, Sheffield



Can't agree with you about Diddy Kong Racing, as we unanimously thought it was incredible - in single and multi player. However, I see your point about the other four race games - none of us particularly liked Lamborghini and feelings were mixed about MRC and TGR.

San Francisco Rush, for me, was the most fun and had most to it in terms of sheer size and challenge. I personally thought TGR was a massive

“Come on your software houses, get your act together and have games properly tested”



Right: The 64DD add-on. Will it ever come out? If it does, will it be any good? How expensive will it be? No-one seems to know!

► **disappointment considering how awesome Top Gear and Top Gear 2 were on the SNES.**

H**net's Nest

I AM WRITING about the present state of the N64. Now, I don't know about you, but I feel that the N64 is finally coming through and showing itself to be the console machine that it always promised it could be. There are so many games coming out this summer to be excited about! Just imagine - Banjo-Kazooie, Mission Impossible, ISS '98, F-Zero X - these four games alone will equal the previous best on the N64 (Mario, GoldenEye, ISS and Diddy), and there are so many more following up behind them (Turok 2, Body Harvest, Zelda64 hopefully)!

It's good to see that Nintendo are finally delivering the goods. It's also promising in terms of third-party developers - is there anyone who hasn't signed up now (except Squaresoft, of course) that have recently announced plans to develop on the N64.

Combine all these with Nintendo and those gods at Rare (surely it is impossible for any company as good as those guys to exist anywhere but in gamers' dreams?), and it really is going to be a great year on the N64.

Anyway, point made, congratulations (as if you need yet more!) on the excellent magazine - only a couple of gripes, as ever - but one thing that really gets on my nerves is misleading cover information. On the cover of issue 10 you said 'Zelda - Intro sequence revealed.' Well excuse me, but having scoured the issue for hours I still can't find anything that reveals the intro! Sort it out!

And why refer to the PlayStation



Above: The cunning American gymnast's previously invisible support got cruelly exposed

as the P***Station? Come on, that sort of childishness is usually attributed to ONM! Otherwise, your magazine's the best in town by a few hundred light years, so there's no real need to worry! Thanks for listening,

John Samuelson, London



You're right about the Zelda intro sequence. The cover has to go to the printers a

couple of days before the inside of the magazine, so sometimes changes are unavoidable - this is what would have gone in the mag had there been room...

'N64 Pro can exclusively reveal the exact text that will appear at the beginning of Zelda 64... Long ago, before Gannon stole the Triforce and kidnapped Zelda, a fearless warrior in the world of Hyrule named Link embarked on his coming-of-age ceremony in the Maze woods. It

was the custom of his tribe, the Kokiri family, that a young man would receive a guardian spirit or fairy who would stay beside him and guide him throughout his life.

But as Link walked through the woods, he discovered that a monster had captured one such fairy. Gallantly, Link came to the rescue and defeated the monster, but the fairy was mortally wounded. With her dying breath, she warned Link not to allow Gannondorf, king of the thieves, to possess the Triforce and to seek a wise man and his spiritual stone. At the same time, Gannondorf

“Your magazine's the best in town by a few hundred light years!”

stumbled into the Maze Woods and neared the secret place where the Triforce was kept. Link went to Hyrule Castle for help. Princess Zelda knew of the Triforce's hiding place, but to save it they would have to find three magical stones. Thus the adventure begins...

A playable version, seen for the first time at the E3 in Atlanta, illustrates just how far the N64 is ahead of its rivals when used to its full potential. All the meticulously detailed moving characters have been designed from 3D wire-frame models with dozens of animations each to create a spine-tinglingly lifelike movement.

As for the P*Station, it's only two of these (**), not three (***). Tell you what, you can vote on it. Everyone who's got an opinion either way write to 'The P***Station/PlayStation debate' at the usual address telling us which you prefer. We'll print the results in two issues' time. One reader, one vote (keep moving)! An often-asked question at**

Letter of the month

Fresh 'N' Fly

I'LL START by saying that yours is the freshest, clearest magazine available at the moment, and I am not just saying this to get you to print my letter! I especially like the layout, it's all so readable. I have already subscribed after reading only two issues and have not regretted it at all!

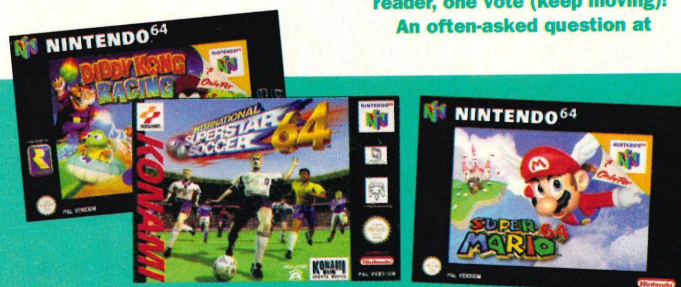
Anyway, down to business. The real reason I'm writing to you at the moment is to tell you about a friend of mine. He has been a faithful P***Station owner for the past two years and enjoyed every minute of it (he said!). So I asked him if he'd ever tried the N64 to which he replied, "No, the PlayStation is much better." The following day I invited him round to show him the wonderful world of N64 games playing.

Now, I have nine games and they are all top-class,

but after just two hours of GoldenEye he had decided to sell his P*Station and get the N64 instead.**

I hadn't even shown him the other greats like ISS 64 or Diddy Kong! Two weeks later I was amazed to find that he had sold his P***Station and was going into town that evening to pick up the lovely black machine that we all adore. It just shows what P***Station owners think about the N64, the future for the N64 is looking very good and I have even seen some new games begin to trickle into my local games shop! I think that I deserve some credit for turning another person away from the P***Station and onto the big N.

I am unsure what game to get next. Would you go for Wetrix, GT64 or NBA Courtside? I await your next



“It's good to see that Nintendo are finally delivering the goods”

Back



N64 Pro is 'Why can't other developers do games like Rare?' It's a bit of a mystery to us, although the fact that Nintendo have a 'substantial minority position' in Rare is more than just a coincidence.

Go Go Goemon

I JUST WROTE because I have to tell what a brilliant game Goemon is. It is one of the best games I have played on the N64. If Nintendo advertised games like Goemon they would sell thousands of machines. Nintendo can obviously afford advertisements because there was the GoldenEye ad and I am sure that inspired many people to buy an N64 since it showed what N64 can do, and I think if they had an ad for Goemon they would sell thousands.

I have also noticed that the only ads that Nintendo show are ads for Nintendo and Rare developed games. Can any of you tell me why Nintendo are so poor in the advertising side of things?

P.S. Congratulations to Konami on such a brilliant game
Ryan Horan, N Ireland



Just goes to show that even games scoring less than 90% in N64 Pro are quality additions to your collection. Nintendo advertise Rare games because they're inevitably the best ones and Rare are a second-party publisher (i.e. Nintendo have a stake in Rare) rather than third-party like Konami. Although Goemon is good, its genre isn't the most mass market one. If Nintendo were to pick Goemon as a third-party game to advertise they'd have to overlook the likes of 1080, Forsaken and Extreme G. Furthermore, Konami effectively got a free ad for ISS 64 when the World Cup was on. Nintendo didn't have a football game of their own to promote, so they got together with Konami to advertise the £34.99 ISS 64.

"If Nintendo advertised games like Goemon they would sell thousands of machines"

Issue impatiently, it's the only day of the month where I get up on time, the day when the next issue of N64 Pro finally arrives! My friends doubt whether you will print this, but I have great faith in you, don't let me down! Keep up the good work.

Ben Ridley, Exeter



Just goes to show that once the P1**Station mud is removed from people's eyes, the world of the N64

looks a far more appealing one. We'd all probably go for Wetrix - it's one of the N64's most original and most playable games.

Right: Wetrix, a game which Eidos' Steve Starvis still can't pronounce



Left: Goemon the Mystical Ninja, who looks uncannily like our very own blue-rinsed Mark Hattersley

N64 Pro Still Gleaming

THREE LIONS '98 is the best song in the world. Michael Owen is the best footballer in the world (and I am not a Liverpool fan). GoldenEye is the best video game in the world and N64 Pro is the most outstanding, beautifully designed, brilliantly funny masterpiece that the world has and will ever see.

Being an older gamesplayer (touching 34 next week) I buy your magazine because I don't want to see pictures and all colourful stuffed toys at amazingly low prices. I want to read the facts about all the games made for our beautiful console. I have two children already and there is another one on the way in time for Christmas and both my children love the N64. I let them buy the Official Nintendo mag because it is easier for two nine year olds to understand, but I stick solidly with you. The reason I have let them read the inferior mag is so I can secretly laugh at the scores that it has given games like World Cup '98.

This brings me onto the reason that I wrote to you. I own both a copy of World Cup '98 and the amazing ISS 64. Naturally when I bought World Cup '98 I played on it for a considerable amount of time, but I could not believe how hooked I had become on ISS 64. Even while England were in the World Cup, EA's game still did not have as much appeal as its counterpart. If some morons believe Konami was scared because EA had a better game they need shooting. The reason ISS was delayed was to improve even further on an outstanding game and one that I will be buying in the near future.

As your average man I earn around the same as most people and can afford to spend more on my machine than teenagers and I am probably going to acquire the DD. Now correct me if I am wrong, but when I saw the initial work for the DD I was very impressed as all

previous add-ons have been a failure, like the 32X for the MegaDrive. This means that because Nintendo is the best, they want to make their work the best. I think that the DD is an excellent move because it will keep Nintendo in the forefront of an already bleak market and prove that years of dominance are ahead.

My only slight concern is that Nintendo decide to make top quality games like Banjo-Kazooie and Zelda, but instead of buying the expansion disk to make the worlds and the game bigger and better, it starts to produce games where you have to buy the expansion disk to complete the game. I was dead impressed with your E3 coverage and I would like to say that the Americans can go and eat their burgers because with Rare and Acclaim in our corner the future of games lies firmly in Britain's hands.

Before I go I would just like to ask why Steve is always disagreeing with everyone, like in last month's peripherals with the official pad. If this gets printed can you just make sure everyone knows how much I love the mag. Carry on with the outstanding work which unlike David Beckham will not cock-up when at the top.

P.S. I would have liked to send a video of my goals, but the wife wouldn't let me tape over Delia!
Anonymous, Warrington



Regarding the DD, that thought hadn't struck my mind, but to be honest, although

Nintendo's main concerns are to entertain people and make lots of money doing so, I don't think they're cynical enough to pull such a stunt. As for Steve, he always disagrees because he likes a good argument. And you can't have one of those without disagreeing with people.

Profile

The ULTIMATE

Charts

Top Rating Games - N64 Pro

If anybody knows N64 games, it's us. So here's our top ten highest scores.

1	NEW	Banjo-Kazooie	96%
2	NEW	ISS World Cup '98	96%
3	(1)	Diddy Kong Racing	96%
4	(2)	GoldenEye 007	94%
5	(3)	1080° Snowboarding	93%
6	(4)	Nagano Olympics	93%
7	(5)	ISS 64	93%
8	(6)	Forsaken 64	92%
9	(7)	Super Mario 64	92%
10	(8)	Wetrix	91%

*Numbers in brackets denote last month's position. The following games also received scores above 90%: FamiSta 64, Madden 64, Mario Kart 64, NHL Breakaway, Pilotwings and WaveRace

Top Rating Games - All Mags

Mario just pips Banjo to keep the No. 2 spot for this month. But things may be different next month when all the magazines have reviewed Banjo.

1	(1)	GoldenEye 007	95.2%
2	(3)	Super Mario 64	94.8%
3	NEW	Banjo-Kazooie	94.6%
4	NEW	ISS '98	93.5%
5	(2)	Diddy Kong Racing	94.0%
6	(4)	ISS 64	93.2%
7	(5)	Lylat Wars	92.8%
8	(6)	Wave Race 64	92.4%
9	(7)	Extreme G	92.0%
10	(8)	Mario Kart 64	91.8%

*Numbers in brackets denote last month's position

Before you even think about buying a game, make sure you check here first. Our guide is crammed with information on every N64 game ever. Some of them are truly amazing, but for every Banjo you'll find a lurking War God. So make sure you read this guide before parting with your cash - Mark

1080° Snowboarding 93%



Rare UK Out Now
N64 89% 64 86%
NIN N/A TOT 89%

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. A flawless reproduction of the wet white stuff with beautiful scenery and some of the finest animation we've ever seen.

Aero Gauge 86%



ASCII/ Locomotive US OUT NOW
N64 10% 64 47% NIN 51% TOT 58%
Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up. Aero Gauge has possibly the most argued about score to date, so take a good look before you buy.

Aerofighters Assault 68%



Titus UK OUT NOW
N64 58% 64 61% NIN N/A TOT 48%
This is a strange blend of flight sim cum shoot'em-up that completely fails to be good at either. It's slow and uninteresting gameplay is combined with dodgy graphics in a hapless attempt to entertain you. Top Gun this certainly isn't. Be sensible. Forget buying this and get a copy of Lylat Wars instead.



Banjo leaps onto the ultimate guide and takes over thanks to his amazing good looks and fantastic gameplay

Air Boarders 84%



N64 58% 64 80% NIN N/A TOT N/A
Swap realistic skateboards for Back to the Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and the huge tracks are lush with lots of detail. Good fun, but lacks a race option which limits its longevity. Worth looking at now that 1080°s been delayed until the snows of Autumn.

All Star Baseball '99 90%



Acclaim Out Now N64 84%
64 N/A NIN N/A TOT N/A
Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball.

GUIDE to N64 gaming

The Stamp of approval

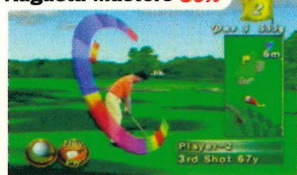
Separating those games that you absolutely need to own from those that deserve a good kicking is this symbol. If a game has our stamp of approval then it's an absolute must-buy that you should get



KEY

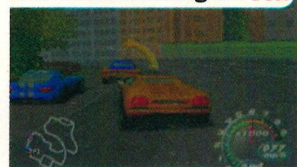
N64 = N64 Magazine, **TOT** = Total 64 Magazine, **64** = 64 Magazine, **NIN** = Official Nintendo Magazine

Augusta Masters 80%



T&E Soft Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A
Ruin a good virtual walk with this credible golfing game. The first golf game to appear on the N64 manages to put in a good performance with solid gameplay and a wealth of features to choose from. The graphics are a bit drab though and there's only one course included which makes things a bit repetitive.

Automobili Lamborghini 76%

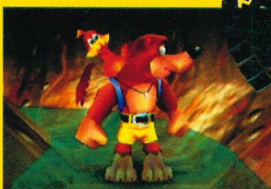


Titus UK OUT NOW
N64 67% 64 80% NIN 76% TOT 72%
More racing shenanigans, this time Titus give us a game with an Italian flavour and an embarrassing name. Unfortunately, they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience.

Banjo-Kazooie 96%

UK Out Now N64 92% 64 N/A NIN 96% TOT N/A

It's unanimous, this is the best video game on the N64. At first Banjo-Kazooie appears to be a clone of Mario 64 with almost identical moves. But the gameplay is far deeper, more varied and much more challenging. Control a bear and a bird on a quest to save Banjo's sister from being made ugly by an evil witch. You simply won't believe your eyes when you see the quality of the graphics. We all know the N64 is a powerful machine, but even so, it's hard to imagine how Rare have managed to polish this to shine so brightly. Banjo-Kazooie is an absolute masterpiece and the programming and game design is a work of genius. Better than Mario 64 (need we say any more). Just go out and buy it!



Bio Freaks 82%



GT Interactive Out Now N64 76% 64 N/A NIN N/A TOT N/A
An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Blast Corps 89%



Nintendo UK OUT NOW
N64 88% 64 88% NIN 87% TOT 89%
Cause wanton destruction on a global scale with this smashing game from Rare. Use demolition vehicles to clear a path for a runaway missile carrier, and destroy absolutely everything in its way. Refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Top Marks

Racing Games

Top Notch	
1080° Snowboarding	93%
Diddy Kong Racing	96%
Wave Race 64	90%
Mario Kart 64	91%
San Francisco Rush	87%
Wooden Spoon	
Cruisin' USA	40%

Bomberman 64 73%



Hudson UK OUT NOW
N64 50% 64 81% NIN 80% TOT 75%
The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode but the manic gameplay of the original seems to be missing.

Bomberman Hero: Queen Millian's Rescue 83%



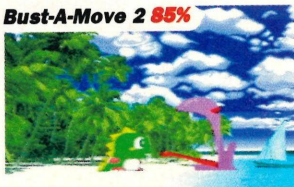
Hudson Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A
Bomberman is back with a blast in a new N64 3D platform game. For the first time ever, Bomberman can jump around a variety of levels turning the traditional run and bomb game into a 3D mario-esque platformer (with lots of explosions.) Much better than the muddling Bomberman 64, but not as good as Super Mario 64.

Profile



Diddy Kong took Mario Kart and fixed its faults

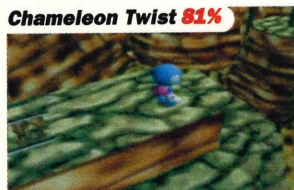
Bust-A-Move 2 85%



Acclaim UK Out Now N64 N/A 64 N/A NIN 84 TOT N/A

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough and looking a bit old, but it's still one of the best puzzle games ever made.

Chameleon Twist 81%



Sunsoft/ Ocean IMP UK TBA N64 70% 64 72% NIN 77% TOT 51%

A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gamer, but it's great fun while it lasts.

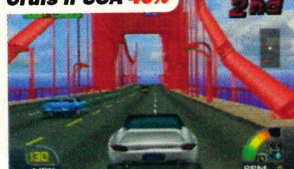
Clayfighter 39%



Interplay UK OUT NOW N64 N/A 64 13% NIN 25% TOT 13%

Oh dear! What's this doing on a super console? A deeply poor game indeed. Flat 2D characters, poor animation combined with abysmal gameplay and sluggish controls make this a dubious and frankly unfunny attempt at a humorous beat'em-up.... I could go on, but let's just say it should have been kiln at birth.

Cruis'n USA 40%



GT Interactive UK Out Now N64 24% 64 31% NIN 59% TOT 59%
An incredibly dated game with bland graphics and jerky animation. The sluggish and unpredictable gameplay ruins any fun factor the original arcade game had and the steering is hyper-sensitive, making controlling your sports mobile night-on impossible. Race past this game when you see it in the shops.

Dark Rift 71%



Vic Tokai IMP UK TBA N64 72% 64 88% NIN 73% TOT 84%
An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The graphics are quite good and the character design is interesting, but the gameplay is shallow and uninviting. If you're looking for a great beat'em-up, go for Bio Freaks instead.

Doom 64 71%



GT Interactive UK OUT NOW N64 80% 64 81% NIN 85% TOT 92%
The original first person shoot'em-up makes its almost obligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. But we think it's well past its prime and despite numerous enhancements this still feels like the old man of videogames. Get GoldenEye instead.

Diddy Kong Racing 96%



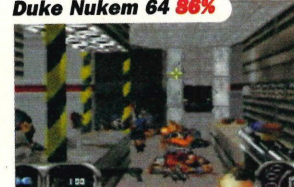
Nintendo UK OUT NOW N64 90% 64 95% NIN 94% TOT 95%
Jaw-droppingly outstanding, DKR takes the crown for multi player racing. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge variety of tracks. The single player mode is a real challenge too. Buy it - it's the law.

Dual Heroes 35%



Hudson Soft US OUT NOW N64 28% 64 28% NIN 52% TOT 28%
Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pugnacious and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort.

Duke Nukem 64 86%



GT Interactive UK OUT NOW N64 86% 64 90% NIN 91% TOT 90%
Duke Nukem is murderous mayhem in a fast and frantic style. Take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans, but be warned, nobody does it better than Bond, so get GoldenEye first.

Extreme G 91%



Konami UK Out Now N64 94% 64 91% NIN 90% TOT 94%
Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game that comes complete with four player racing and battle modes. If it's racing action you're after then take a look.

Famista 64 90%



Namco Jap Out Now N64 N/A 64 N/A NIN 92% TOT N/A
Big-head baseball action comes to the N64 and gets a well deserved stamp of approval from the team. Despite lacking the realism of other sports sims, Famista has all bases loaded with playability. An amazing two-player game.

FIFA 64 38%

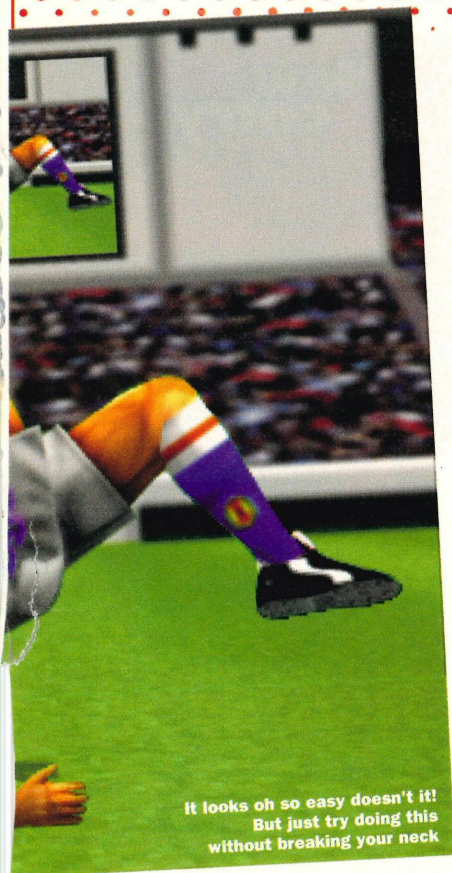


Electronic Arts UK OUT NOW N64 39% 64 29% NIN 67% TOT 76%
A tired GM Vauxhall conference-like attempt at emulating our beautiful game. The graphics are drab, the players wobble around like weebles and the game itself is dull and lifeless. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up and sent it off for bad sportsmanship.

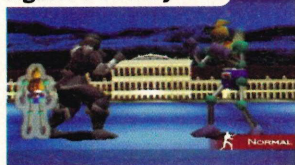
FIFA '98: Road to World Cup 87%



Electronic Arts UK OUT NOW N64 N/A 64 85 NIN 90% TOT 78%
A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more official teams than you could shake a stick at. A great game that deserves every success.



Fighter's Destiny 89%



Ocean UK Out Now
N64 86% 64 92% NIN 90% TOT 93%
A half-decent N64 fighting game with an arcade game feel that lifts FD above mediocrity, but it's still no Virtua Fighter. However, it looks good and plays well which is more than can be said for most beat'em-ups. It's a toss up between this, Bio Frenks and Mortal Kombat 4 whilst we wait for the fighting game that truly does the N64 justice.

Forsaken 92%



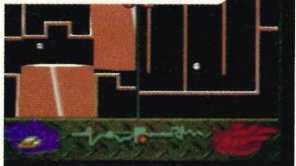
Acclaim UK Out Now N64 87% 64 93% NIN 92% TOT N/A
A stunning looking 3D shoot'em-up that flew into the office and promptly got our stamp of approval. Imagine Quake 64 on a flying bike with incredible realtime lighting effects. This is a stunning shoot'em-up with easily the best graphics we've seen on the N64. Great stuff!

F1 Pole Position 70%



Ubi Soft UK OUT NOW
N64 71% 64 86%
NIN 75% TOT 80%
An average racing game that looks bland and has all the interest of a manic depressive at a crown green bowling tournament. A tiring affair that lacks all of the excitement of the real thing. Horrendous pop-up, lousy commentary and a shoddy feel keep this racer in the pits.

Fire Electric Pen 60%



Hudson Jap Only
N64 65% 64 N/A NIN N/A TOT N/A
Possibly the strangest game to have passed through the N64 Pro office. Guide a ball down a tube without touching the sides or a buzzer goes off. To add to the distractions a commentator screams at you in Japanese and all the time a counter is ticking down. Fun in a odd sort of way, but by no means a stunner.

G.A.S.P. Fighters NEXTream 80%



N64 52% 64 70% NIN N/A TOT 89%
An interesting beat'em-up which manages to put up a reasonable fight. The graphics are excellent with some of the smoothest looking characters ever seen and the backgrounds are gorgeous. Despite all the positive stuff, GASP still manages to be a disappointment. The animation is sloppy and the gameplay isn't anything special.

Top Marks

Top Notch	
Fighters Destiny	89%
Mortal Kombat 4	83%
Bio Frenks	82%
Virtual Hiryu No Ken	80%
GASP: Fighters NextReam	80%
Wooden Spoon	
War Gods	38%

GoldenEye 007 94%



Nintendo UK OUT NOW
N64 94% 64 96%
NIN 94% TOT 98%
The smoothest secret agent of all time comes to the N64 with the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels that require ingenuity, sharp shooting and a cool head. Go out and buy this game right now!

Hexen 66%



GT Interactive OUT NOW N64 69% 64 45% NIN 60% TOT 63%
I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that's starting to look a bit long-in-the-tooth on the all powerful N64. Just get GoldenEye and leave this ancient blaster in the Middle Ages.

GT 64 78%



N64 N/A 64 N/A NIN 85% TOT N/A
One of the more average racing games to appear on the N64. Similar looking to the Ridge Racer series but lacking all the excitement. The controls are heavy handed and you spend a lot of time bouncing around the walls of the tracks. With a lot of practice you'll eventually make it around the tracks but by then you've had enough. Go for Top Gear Rally or San Francisco Rush instead.

ISS 64 93%



Konami UK OUT NOW N64 92% 64 91% NIN 93% TOT 97%
Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream.

Jeopardy 38%



Gametek US IMP N64 N/A 64 30% NIN N/A TOT N/A
A US quiz show that makes precious little sense to anybody in good ol' Blighty. Jeopardy tries to be a game show with a difference with the chirping robotic host giving answers and then asking you to give the appropriate question. The graphics are terrible and it has all the action of a graveyard. Avoid!

Killer Instinct Gold 41%



Nintendo UK OUT NOW N64 62% 64 75% NIN 84% TOT 69%
One of the least impressive beat'em-ups on the N64. This is a 2D fighting game that looks more suited to the SNES than the 64bit powerhouse. The only disappointment to come from Rare, the gameplay is ropy and relies far too heavily on learning complex combos and elaborate button tapping. Leave this one alone and go for Bio Frenks instead!

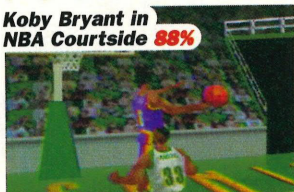
ISS World Cup France '98 New entry 96%

Jap Out Now N64 91% 64 N/A NIN N/A TOT N/A
No game has caught our attention and sucked up our time more than ISS 64 and its sequel. An almost perfect rendition of footy, there's a wealth of features to be found in this cart and you and your football playing friends will be constantly finding new tactics and ways to score. And whenever you think there's an easy goal, someone always finds a way to defend against it. The Japanese version has the official license, so all the teams and players are correct, whilst the official product will have the official player names removed (but at least it'll be in English). The best footy game ever made and certainly better than FIFA '98. Games just don't come more highly recommended than this.



Profile

Koby Bryant in NBA Courtside 88%



Gametek US IMP N64 90%
64 30% NIN N/A TOT N/A

The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball that balances serious sport with playability. If you're into basketball then take a look at this.

Madden 64 90%



Electronic Arts UK OUT NOW
N64 92% 64 80%
NIN 89% TOT 89%

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a stamp of approval. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay.

Lylat Wars 91%



Nintendo UK OUT NOW N64 94%
64 95% NIN 93% TOT 91%

Despite its new preposterously effeminate name, Lylat Wars is an absolutely stunning game that breathes new life into the shoot-'em-up genre. Excellent cut scenes, absolutely breathtaking graphics and tons of atmospheric speech and sound effects, all compliment the frantic gameplay. Amazing!

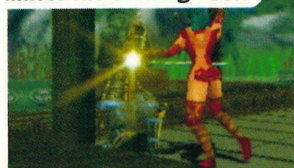
Mario Kart 64 91%



Nintendo UK OUT NOW
N64 91% 64 94%
NIN 90% TOT 93%

A flawed genius, that builds on the original Mario Kart by allowing up to four players to compete over different courses. Great fun, although the power-ups make the multi player mode more a game of luck than skill. Diddy Kong Racing is a better game these days.

Mace: The Dark Age 78%



GT Interactive UK OUT NOW
N64 81% 64 76% NIN 89% TOT 89%
A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are stunning and the interactive backgrounds are innovative. Adequate, but comes off second best to Fighter's Destiny.

Mischief Makers 87%



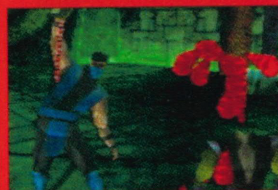
Enix UK Out Now
N64 90% 64 80% NIN 82% TOT 43%
A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot complements this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible.

Mortal Kombat 4 83%

New entry

US Out Now N64 84% 64 N/A NIN N/A TOT N/A

Mortal Kombat finally goes 3D and turns out to be one of the better beat-'em-ups on the N64. It's certainly fast and the animation is smooth as you take control of one of 15 ludicrous nut-jobs and try to kill all the other psychos. The trademark blood and gore that made MK special is liberally splattered through-out and looks better than ever. Anyone having played a previous Mortal Kombat title will instantly recognise the all too familiar gameplay, which hasn't changed since the first MK game appeared on the SNES. But frankly, we're just far too bored with the formula to rate it any higher. But if you haven't seen Mortal Kombat and you're looking for a beat-'em-up then take a look at this.



Mortal Kombat Mythologies 28%



GT Interactive UK Out Now
N64 N/A 64 75% NIN 36% TOT 31%
A horrible mixture of beat-'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 50 quid for this is fraud. Do yourself a favour and steer clear.

MRC 80%



Ocean UK OUT NOW
N64 81% 64 67% NIN 83% TOT 80%
One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). By no means the worst N64 racing game we've ever seen, but still far from the best. Take a look at Diddy Kong Racing or Top Gear Rally instead.

Mortal Kombat Trilogy 55%



Midway UK OUT NOW
N64 34% 64 62% NIN 56% TOT 78%
The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. MK was always a bit clumsy but these days it looks completely out of place on the N64. With MK4 on the scene buying this is a complete waste of money.

Nagano Olympic Hockey 84%



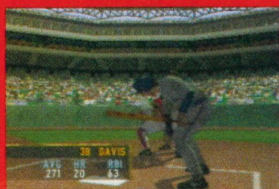
Midway US IMP
N64 60% 64 75% NIN N/A TOT 75%
Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics. It's just as good as it ever was, but we're getting a bit tired of seeing the same game appear every couple of months with just a few tweaks. Good fun but NHL Breakaway '98 is better.

Major League Baseball: featuring Ken Griffey Jr. 85%

New entry

US Out Now N64 74% 64 N/A NIN N/A TOT N/A

Another baseball game storms into the Pro office and joins the long line of N64 games depicting the game of bat and ball. But this one comes direct from Nintendo Sports, so you can expect a quality rendition of the American game. Less serious than All-Star Baseball (its main competitor), this is a fun and very playable title that is certain to entertain you. The graphics aren't as sharp as All-Star, but the gameplay shines through and has won Ken Griffey many admirers. Get All-Star if you're after serious action, otherwise buy this for perfect two player fun.



Mystical Ninja Starring Goemon 86%



Konami Out Now
N64 N/A 64 85% NIN 90% TOT 84%
A weird one this and no mistake. Guide Goemon around a surreal 3D area (much like Mario) whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has often been praised for its inventiveness and the wealth of mini-games mean that this is no exception.

Nagano Winter Olympics 93%



Konami OUT NOW N64 32%
64 77% NIN 84% TOT N/A
Track 'n' Field heads north. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (honest). This is a great game that held up work in the office for days. Brilliant stuff!



Johnny Cage makes another appearance on the N64 thanks to *Mortal Kombat 4*. We still think he looks a bit of a fool in his cheap sunglasses and fake Adidas trainers

NBA Hang Time 74%



Midway UK OUT NOW
N64 52% 64 60% NIN 75% TOT 51%
 What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets.

Oozumoo 75%



Bottoms Up Jap Out Now
N64 N/A 64 N/A NIN N/A TOT 39%
 Big-headed, pot-bellied, head slappin' fun is to be found in this game depicting the most noble of martial arts, sumo wrestling. Take control of one of 40 lardy slappers and use a combination of skill, judgement and frantic button tappin' to whack or throw your opponent's fat arse out of the ring. Great fun but a bit basic.

Platform games

Top Marks

Top Notch

Banjo-Kazooie	96%
Super Mario 64	92%
Yoshi's Story	88%
Mischief Makers	87%
Bomberman Hero:	
Queen Milian's rescue	83%

Wooden Spoon
Mortal Kombat Mythologies 28%

NBA Pro '98 70%



Konami OUT NOW
N64 N/A 64 70% NIN 85% TOT 70%
 The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. A realistic but very tedious game.

NFL Quarterback Club '98 86%



Acclaim UK OUT NOW
N64 86% 64 80% NIN 91% TOT 90%
 Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning high-res mode on the N64, NFL QC '98 just doesn't play as well as Madden.

NHL Breakaway 90%



Acclaim Out Now
N64 N/A 64 88% NIN 88% TOT 88%

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64 thanks to this stunning sports sim. With amazing graphics and great gameplay it performs like a dream and is easy to get

Pilotwings 64 91%



Nintendo UK OUT NOW
N64 89% 64 89% NIN 84% TOT 95%

Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. Sometimes relaxed, other times as frantic than a trolley-dash through ToysRus.

Puzzle games

Top Marks

Top Notch

Wetrix	91%
Bust-A-Move 2	85%
Susume	77%
Puyo Puyo	70%

Wooden Spoon
Tetrisphere 60%

Profile

Quest 64 68%

US Out Now N64 71% 64 N/A NIN N/A TOT N/A

The first RPG to appear on the N64 turned out to be something of a disappointment. You take control of Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells by combining the elements (such as earth and water to create quicksand). Visually, Quest 64 looks quite good and having everything in full Mario-esque 3D is a great improvement over traditional RPGs. The battle mode is also innovative and good fun at first, but the game is long and tedious, the story is dull and you spend far too much time wandering around in a seemingly endless sequence of battles. Wait for Zelda 64 instead.



New entry

Powerful Pro Baseball 5 69%



Konami Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A
Big head baseball makes yet another appearance on the N64 and is caught out by the N64 Pro team who've seen far better competition. There's nothing particularly bad about PPB 5, the graphics are okay and it's great fun to play. The problem is that Famista, All Star and Ken Griffey are all far better games.

Puyo Puyo 70%



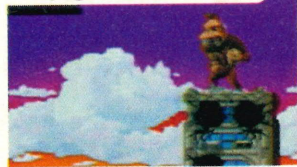
Compile JAP IMP
N64 N/A 64 N/A NIN N/A TOT N/A
Blobby Tetris makes its way onto the N64 with this cute puzzler from Compile. Guide falling blobs so they connect with balls of the same colour. It may look cute, but this is one of the fiercest puzzlers we've ever seen. The pressure really mounts up thanks to the frantically manic gameplay. Only really any fun with two players.

Quake 64 88%



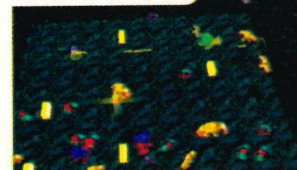
GT Interactive UK Out Now
N64 79% 64 88% NIN N/A TOT N/A
Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled with creatures waiting to be blown to smithereens with a variety of large guns. Every bit as good as the 3D enhanced PC version, but the one player game sucks and the two player game isn't as good as GoldenEye

Rampage World Tour 33%



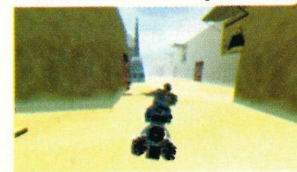
GT Interactive UK OUT NOW
N64 N/A 64 N/A
NIN 53% TOT 54%
Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm and looks of a decomposing flesh eater.

Robotron 64 74%



Crave Entertainment US Out Now
N64 N/A 64 82% NIN 80% TOT 82%
A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation. The graphics look a bit basic but the action is as much fun as it ever was. Run around a square blasting everything in sight to smithereens. A bit too basic for some but good fun for everyone who remembers the original.

Shadows of the Empire 60%

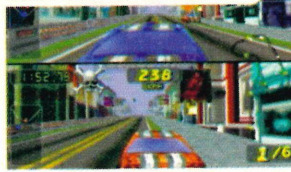


Nintendo UK OUT NOW
N64 78% 64 88% NIN 86% TOT 61%
Nintendo's Star Wars license is a 10p mix bag of a game. It ranges from incredibly challenging (liquorice shoelaces) to mind-numbingly dull (boiled mints). The flying sections are okay, but mostly it's boring. Don't get carried away with the Star Wars vibe, it soon becomes tedious. We're all waiting for Rogue Squadron.

Shoot 'em-ups Top Marks

Top Notch	
GoldenEye 007	94%
Forsaken 64	92%
Lylat Wars	91%
Quake 64	88%
Duke Nukem 64	86%
Wooden Spoon	
Hexen	66%

San Francisco Rush 88%



GT Interactive UK OU NOW
N64 N/A 64 75% NIN 74% TOT 57%
This one caused mixed opinions in the office. Alex and I think it's ream, whilst Steve and Noely think it's rank. Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish and the sound is laughable, but it's one of the better racing games and is definitely worth checking out.

Super Mario 64 92%



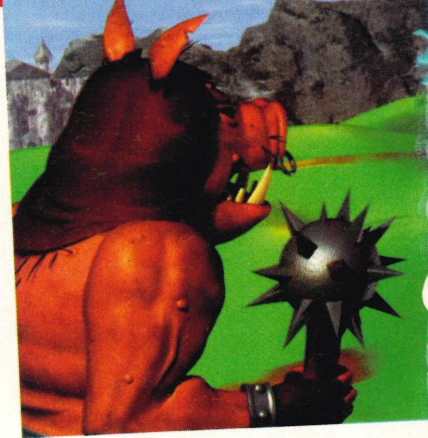
Nintendo UK OUT NOW N64
96% 64 95% NIN 95% TOT 96%
The best video game ever? It's certainly up there as one of the finest. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D world.

Snowboard Kids 84%



Atlus UK OUT NOW
N64 88% 64 80% NIN 81% TOT 80%
A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Race down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race.

Brian gives an ugly monster something to think about with his flashing rave-glow stick. I'd bet on the guy with the spiked ball personally



Susume 77%



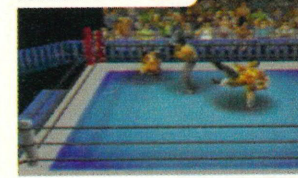
N64 78% 64 N/A NIN N/A TOT N/A
Blob bashing fun in this Tetris-style game that is virtually identical to Puyo Puyo Sun 64. Multi-coloured blobs fall from the sky and it's your task to line up similar coloured blobs to make them disappear. Great fun in two player but the single player game is too random and the computer trashes you every time. The ten-pin bowling sub-game is neat though!

Tetrisphere 60%



Nintendo UK OUT NOW N64 69%
64 77% NIN 86% TOT 84%
Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris, but ardent fans may find this an appealing game.

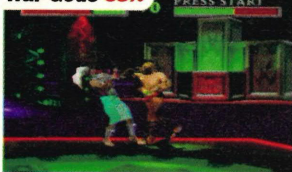
Tohkon Road 72%



Hudson Jap Out Now
N64 49% 64 70% NIN N/A TOT 70%
A Japanese wrestling game that dares to take on the mighty WCW vs. NWO, and in our opinion just ends up in a submission to its American counterpart. You don't get any of the famous fighters such as Hulk Hogan and Sting, and as a result Tohkon Road just feels lacking on the enjoyment front.



War Gods 38%



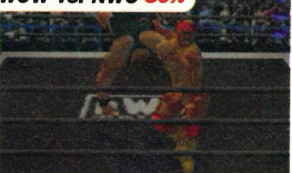
Midway UK OUT NOW
N64 46% 64 59% NIN N/A TOT 69%
Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves and a distinct lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

Wayne Gretzky's 3D Hockey 84%



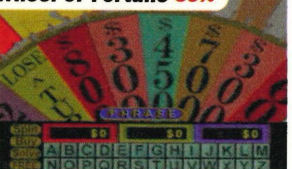
Midway UK OUT NOW
N64 70% 64 84% NIN 84% TOT 90%
This is a lightning-paced ice hockey game that plays at over 100 mph. An interesting mix of sports simulation and arcade gameplay that works really well. The single player game is great fun, but for a real treat get some mates 'round for the four player game. Still not on par with ISS 64, but few games are.

WCW vs. NWO 80%



THQ Out Now
N64 70% 64 85% NIN 86% TOT 92%
Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Wheel of Fortune 59%



Gametek US OUT NOW
N64 N/A 64 45% NIN N/A TOT N/A
You're spinning the wheel of luck if you buy this, but will you feel fortunate to own a copy? Somehow we don't think so. It's a fair enough rendition of the American quiz show, but some of the answers are a bit Americanised and often obscure. Good for playing with your grandparents at Christmas, but it's no fun as a single player game.

Yoshi's Story 88%



Nintendo JAP Out Now
N64 86% 64 85% NIN 88% TOT 84%
Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. It's very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. Take a look if you're into platformers.

Virtual Chess 72%

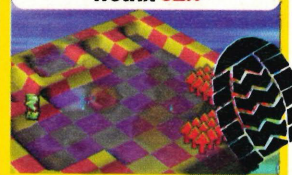
Jap Out Now N64 76% 64 N/A NIN N/A TOT N/A

Chess hits the N64 and unsurprisingly fails to change our lives. Reminiscent of the old classic Battlechess, you play on a 3D board with animated pieces hacking each other apart. But the novelty soon wears thin and you'll quickly switch to the standard 2D mode – which is identical to every other computer chess game. On the plus side, Virtual Chess has an excellent training mode and your N64 does play a pretty mean game. On the downside you could be playing Banjo-Kazooie instead and having much more fun. It all depends on how much you love your chess. If it's your bag (so to speak) then this isn't just the best chess game on the N64, it's the only chess game on the N64.

New entry



Wetrix 91%



UK OUT NOW N64 78% 64 N/A NIN 90% TOT 93%
You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. The best puzzle game since Tetris.

Wild Choppers 58%



N64 72% 64 N/A NIN N/A TOT 72%
Take your chopper out for an airing with this odd little combat game. 'Borrowing' a lot of ideas from the old classic Desert Strike, this 3D shoot'em-up could have been really good, but ends up disappointing. The graphics are bland and blurry and the helicopters look like Jimbo and the Jet-Set. To top it all, the control system is plain horrible. Just leave it!

World Cup '98 87%



UK OUT NOW
N64 73% 64 93% NIN 93% TOT N/A
The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: Road To World Cup, so we have doubts about buying the same game twice. It looks good and has a realistic feel thanks to the official license with all the teams and players. Good, but still not ISS 64.

Sports sims Top Marks

Top Notch	
ISS 64	93%
Madden 64	90%
All Star Baseball '99	90%
NHL Breakaway	90%
World Cup '98	97%
Wooden Spoon Award	
Fifa 64	38%

Top Gear Rally 87%



Kemco UK OUT NOW
N64 89% 64 90% NIN 89% TOT 85%
An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. One of the better racing games.

Turok: Dinosaur Hunter 87%



Acclaim UK OUT NOW
N64 91% 64 82% NIN 95% TOT 93%
The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great, but there are too many jumping and platform style sections for our liking.

Virtual Hiryu No Ken 80%



Culture Brain UK TBA
N64 78% 64 78% NIN N/A TOT N/A
A mighty beat'em-up that looks stunning even in its Japanese form. Fight in two different modes: normal mode bears a remarkable similarity to Virtua Fighter, and super deformed (SD) mode where the fighters have big heads and squashed bodies and the game plays like a quasi-3D Street Fighter. Great stuff!

**Next
month...**

Buck Bumble

*Exclusive
review of Ubisoft's
Bee'em-up*

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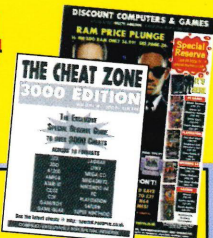
There's much more going in next month's mag, but Jim wanted this page to look a bit like a cover so we're not allowed to mention any more games

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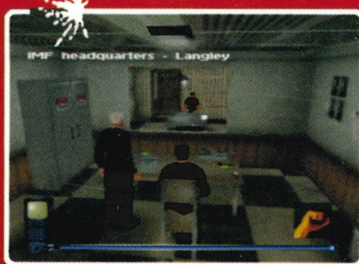
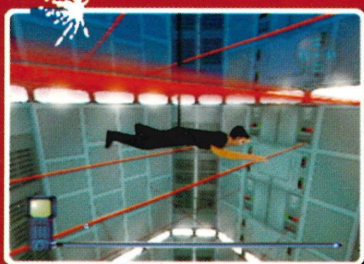


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